TopDeck™ PRESENTS

GYM HEROES

POKÉMON™*

TRADING CARD GAME

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Train with the Leaders of the Pack

by MICHAEL G. RYAN

If you thought the Team Rocket *expansion added some great cards to your* **Pokémon** *collection, you're going to be amazed by what you find in the new* Gym Heroes *card set. Among the 132 cards in this gigantic release (it's even bigger than* Base Set 2*—by two cards!), you'll find new ways to play the* **Pokémon** *trading card game, new rules for evolving, and brand-new Stadium cards (Trainer cards that stay in play after you use them).*

The Gym Heroes *expansion has Pokémon and Trainer cards based around Misty, Brock, Lt. Surge, and Erika—four of the gym leaders made famous in the* **Pokémon** *Game Boy game and the* Pokémon *animated series. In this article, we'll do some training with each of these gym leaders and show you which of their Pokémon you'll want to take into battle.*

The Mystery of Misty

Misty is one tough trainer when she wants to be. Never mind that whole obsession she used to have about her bike—when Misty gets into action, Defending Pokémon are gonna want to bike right out of town! Here are some tips for using Misty in your deck.

The Misty Trainer card is, at first glance, pretty expensive. You have to discard two other cards from your hand to use it. Then it only does 20 more damage to the Defending Pokémon *if* your Active Pokémon does damage that turn. That might sound tough to use, but it's not...if you're careful!

First of all, you should know whether or not your Active Pokémon will do damage, so save Misty until you're sure it will. Then combine Misty with PlusPower for a double whammy. But if you use more than a couple of Misty Trainer cards, you'll be discarding a lot of cards. That's what cards like Item Finder (to get Misty back again!), Recycle, and Energy Retrieval are for.

To make sure you actually get that Misty card in the first place (or the PlusPower to make it really nasty), use Misty's Wrath (a spectacular *Gym Heroes* card), Bill, Professor Oak, or Maintenance to go look for it. Finally, you can use Trainer cards like the *Team Rocket* card Nightly Garbage Run to help you recover cards from your discard pile. Combining Nightly Garbage Run with Item Finder, you can cover all of your bases!

Rules Tip: Each Pokémon in the *Gym Heroes* set is named for one of the gym leaders and can only evolve into or from another Pokémon named for that same gym leader. So Misty's Psyduck can evolve only into Misty's Golduck, and Brock's Golem can evolve only from Brock's Graveler.

Heroes Quiz #1

How well do you know the gym leaders in the *Pokémon* animated series? Take our quiz and find out.

Misty

1. In what episode did Misty first appear?
2. What Pokémon does Ash use in his badge battle against Misty?
3. What are the names of Misty's three sisters?
4. Where does Misty find Psyduck?
5. What does Misty win in the episode "Princess vs. Princess"?

Brock Rocks the...Um...Stadium!

Pewter City Gym is probably the best of the seven Stadium cards. The others are either defensive (like Celadon City Gym), affect both players negatively (like The Rocket's Training Gym), or are extremely narrow (like No Removal Gym or the wisely named Narrow Gym). The Pewter City Gym card works only for Pokémon with Brock in their names (allowing Brock's Pokémon to ignore Resistance when you attack with them).

Brock's Pokémon are mostly Fighting Pokémon—and many other Pokémon have Resistance to Fighting Pokemon. The cool thing about Pewter City Gym is that *you* can plan for its effect by loading up *your* deck with Brock's best Pokémon, while your opponent might not be able to take advantage of it at all.

The Brock theme deck is already headed in this direction, but you can make it a lot better by adding some other cards. Brock's Golem and Brock's Onix (Lv. 30) both target your opponent's Benched Pokémon, while Brock's Sandslash has an attack that can both Paralyze *and* Poison the Defending Pokémon.

Next, toss in some Gust of Wind trainer cards to get those damaged Pokémon off the Bench and back into the arena, and use a few more Switches to get your Pokémon out of jams. Then add another Brock or two to heal the damaged Pokémon on your Bench (or, if you're feeling brave, try using Pokémon Centers and some extra Energy Retrievals).

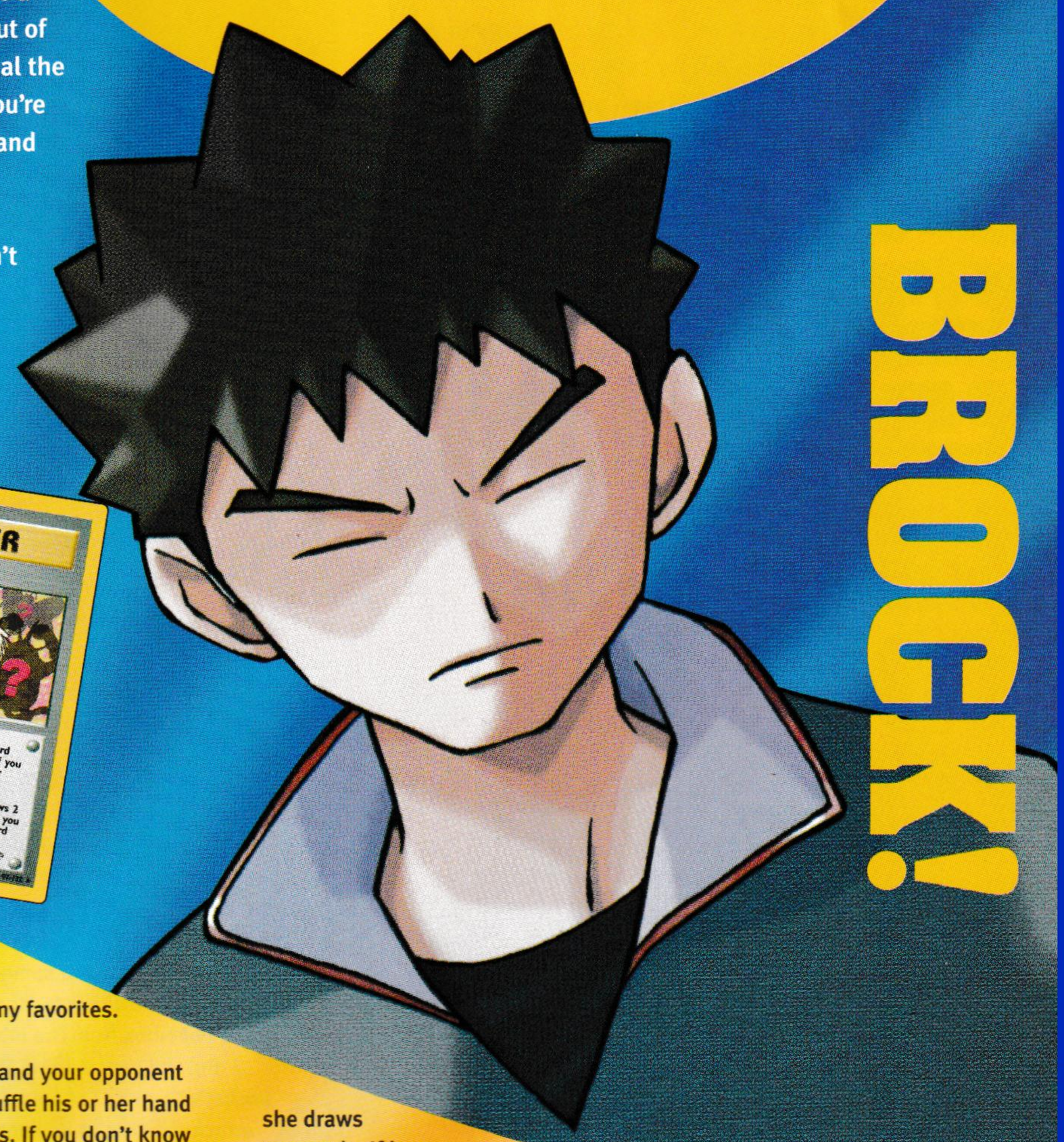
You also might want to add another Pewter City Gym or two—after all, you don't want your opponent to play a different Stadium card that makes you discard yours. That could ruin all your plans!

Rules Tip: The Stadium cards are a special type of Trainer card. When you play a Stadium card, it changes the rules of the game for both players. Unlike a normal Trainer card, a Stadium card stays in play (and alters the rules) until another Stadium card gets played. Once the new Stadium card is on the table, the old one goes to the discard pile.

Heroes Quiz #2

Brock

1. In what episode does Brock first appear?
2. What Pokémon does Ash use in his badge battle against Brock?
3. How many brothers and sisters does Brock have?
4. What is the name of Brock's father?
5. Where does Brock capture his Zubat?



TRAINER
Misty's Duel
You and your opponent play a game of Rock-Paper-Scissors. The winner shuffles his or her hand into his or her deck and draws a new hand of 5 cards. (If you don't know how to play Rock-Paper-Scissors, flip a coin to decide who's the winner.)
TRAINER
Blaine's Quiz #1
Put a Basic Pokémon or Evolution card from your hand face down in front of you and tell your opponent its name. Your opponent guesses the length of that Pokémon. Flip the card over. If your opponent guessed right, he or she draws 2 cards. If your opponent guessed wrong, you draw 2 cards. Either way, return the card to your hand.

Silly but Super!

A few cards in *Gym Heroes* are a little off-the-wall, but you'll want to play them just to see how much fun they can be! Here are two of my favorites.

Misty's Duel. This Trainer card makes you and your opponent play Rock-Paper-Scissors to see who gets to shuffle his or her hand into his or her deck and then draw five new cards. If you don't know how to play Rock-Paper-Scissors, you can just flip a coin. But you should learn to play Rock-Paper-Scissors (especially if you know your opponent is a big fan of Rock).

Blaine's Quiz #1. You put a Basic Pokémon or Evolution card face down in front of you, tell your opponent its name, and ask your opponent to guess the Pokémon's length. If your opponent is right, he or she draws two cards. If he or she is wrong, you get to draw two cards. You might want to play with some odd Pokémon like Porygon or with Pokémon that have hard-to-remember lengths (like Onix—28 feet, 11 inches long!). But once your opponent sees your deck, he or she will probably memorize the lengths of your favorite Pokémon.

—M. R.

The Urge to Surge!

Lt. Surge likes to move at the speed of lightning. If you build your Lt. Surge decks with that in mind, you'll beat your opponents in a flash!

The Lt. Surge Trainer card lets you take a Basic Pokémon from your hand and put it into play as your Active Pokémon, putting your old Active Pokémon onto your Bench. This is a great way to surprise your opponent and save a damaged Active Pokémon all at the same time!

The trick, then, is to make sure that your new Active Pokémon can start attacking right away. Here's one option: Lt. Surge's Electabuzz (Lv. 28) has a great attack—Charge—that lets you take up to two ⚡ Energy cards from your discard pile and attach them to Lt. Surge's Electabuzz. Then, on your next turn, you can use Discharge to discard all ⚡ Energy cards attached to Lt. Surge's Electabuzz and flip coins to try to do 30 damage for each discarded Energy.

So you can use the Lt. Surge Trainer card to play Lt. Surge's Electabuzz, attach an Energy card to it, and then use Charge to attach two more ⚡ Energy cards on one turn. On your next turn, you can attach one more Energy card to Lt. Surge's Electabuzz (your fourth in two turns) and have it Discharge for a chance to do 120 damage! If you don't have any ⚡ Energy in your discard pile, use the Trainer card Trash Exchange to try to change what's available—you're bound to get more Energy into your discard pile that way.

Lt. Surge's Magneton also powers up quickly (using the Pokémon Power: Energy Charge to pull ⚡ Energy cards from other Pokémon and attach them to itself). Lt. Surge's Electabuzz (Lv. 60), on the other hand, has an interesting attack called Electric Current that makes you move a ⚡ Energy card from it to one of your Benched Pokémon each time you attack. You can attach Energy cards to a Benched Pokémon and use Electric Current to both attack *and* attach more Energy to that same Benched Pokémon. This is pretty shocking way to power up a Pokémon faster than normal!

Heroes Quiz #3

Lt. Surge

1. In what episode did Lt. Surge first appear?
2. What Pokémon does Ash use in his badge battle against Lt. Surge?
3. What does Lt. Surge call Ash when Ash challenges him?
4. How many Pokémon does Nurse Joy say have come to the Pokémon Center after losing to Lt. Surge in the past month?
5. What attack does Pikachu use to wear down Raichu?

Poké Stall!

Gym Heroes Strategy Tips: Players love to use Pokémon like Chansey (with its Scrunch attack and huge Hit Points) and Mewtwo (with its Barrier attack) to stall for time while building up other Pokémon on the Bench. Well, *Gym Heroes* introduces some new Pokémon that can take a Lickitung and keep on tickingtung.

Erika's Clefable has an interesting defensive attack. Fairy Power makes you flip a coin. If you flip heads, you can return any number of your Pokémon in play (including Erika's Clefable) to your hand, along with all of the cards attached to those Pokémon. Erika's Clefable also has 70 Hit Points, so it can take a few hits before it escapes back to your hand (taking any other hurt Pokémon from your Bench with it).

Erika's Dragonair has a similar attack called Take Away that makes you pick up Erika's Dragonair, with all cards attached to it, and shuffle all of those cards back into your deck. The cool part is that your opponent has to do the same thing with his or her Active Pokémon, so this makes a great stalling tactic when that stupid Charizard is hammering away at your Pokémon from the other side of the table!

But the best stalling Pokémon in the *Gym Heroes* expansion is Rocket's Scyther. For only 🍃, Rocket's Scyther can use its Shadow Images attack. As long as Rocket's Scyther doesn't evolve or go to your Bench, when your opponent attacks, he or she has to flip a coin. On a tails, that attack doesn't do any damage to Rocket's Scyther. This effect lasts until Rocket's Scyther takes damage, so you can attack once with Shadow Images, and then focus your energy (so to speak) on Rocket's Scyther's Blinding Scythe attack, which does 40 damage. With a little luck, Rocket's Scyther can stay in the arena for quite some time, taking no damage and inflicting a lot of its own!

The Goodness of Her Heart

Erika may be a little too nice for her own good—her Trainer card lets you draw three cards but also allows your opponent to draw three cards. That's not as aggressive as some of the other leaders are. So it's up to you to really get her into the battle! With the right Pokémon, an Erika deck can do some serious damage. With cards like Erika's Maids and Pokémon Breeder, you should be able to make an Erika deck that really evolves its Pokémon quickly!

Also, remember that Erika's Stadium card—Celadon City Gym—allows you to discard an Energy card attached to an Erika's Pokémon to get rid of Sleep, Confusion, Paralysis, or Poison on that Pokémon. So a card like Erika's Gloom (Lv. 28), which puts itself to Sleep or makes itself Confused when it attacks, can easily be fixed after it affects itself.

If you use Erika and the Bill Trainer card, you'll be able to get the Pokémon you need a lot faster. You can also throw in cards like Dark Dragonair from *Team Rocket*, which allows you to search for Evolution cards.

Erika also likes to protect her Pokémon, making it much harder for opponents to collect their Prize cards. Cards like Erika's Dragonair and Erika's Clefable let you return Pokémon to your deck or to your hand (see the "Poké Stall" sidebar). So try to take advantage of Erika's niceness by being nice to your own Pokémon as much as possible!

TRAINER
Erika's Maids
Trade 2 of the other cards in your hand for up to 2 Basic Pokémon and/or Evolution cards with Erika in their names from your deck. Show those cards to your opponent, then put them into your hand. Shuffle your deck afterward.

Heroes Quiz #4

Erika

1. In what episode does Erika first appear?
2. What Pokémon does Ash use in his badge battle against Erika?
3. What name does Ash use in his badge battle against Erika?
4. How does Erika spell "perfume"?
5. What does Team Rocket steal from the Celadon City Gym?

Heroes Quiz Answers

Misty

1. "Pokémon I Choose You"
2. Butterfree and Pidgeotto
3. Daisy, Violet, and Lily
4. The Hop Hop Hop Town Pokémon Center in the episode "Hypno's Naptime"
5. A complete set of Pokémon Princess dolls and a date with movie star Fiorello Cappuccino

Brock

1. "Showdown in Pewter City"
2. Pikachu
3. 10
4. Flint
5. Outside of Mt. Moon in the episode "Clefairy and the Moon Stone"

Lt. Surge

1. "Electric Shock Showdown"
2. Pikachu
3. Baby
4. 15
5. Agility

Erika

1. "Pokémon Scent-Sation!"
2. Bulbasaur and Charmander
3. Ashley
4. "P for Pretty, E for Elegant, R for Radiant, F for Fun, U for Urbane, M for Mysterious, E for Energy"
5. Essence of Gloom

Who's that Pokémon...Trainer?

Blaine's Moltres? Sabrina's Gengar? You can tell that these Pokémon belong to gym leaders, but Blaine and Sabrina aren't in this expansion set. The four Trainer cards in *Gym Heroes* (which match the names of the theme decks) are Misty, Brock, Lt. Surge, and Erika. What's the story?

Well, the Pokémon with "Blaine" or "Sabrina" in their names are there to give you a taste of what's coming in the *next* **Pokémon** expansion—*Gym Challenge*—due out later this year. That's when you'll get Trainer cards (and theme decks) for Blaine and Sabrina, as well as Koga (who favors Grass Pokémon) and Giovanni (the head of Team Rocket!).

Plus, the decks you build with *Gym Heroes* cards will have a chance to improve later this year, because *Gym Challenge* will have more cards for Brock, Erika, Lt. Surge, and Misty. Of course, there will also be more Pokémon with "Rocket" in their names and more Stadium cards to help out certain gym leaders' Pokémon. And wait until you see Lt. Surge's Secret Plan!

Michael G. Ryan loves the card "Blaine's Quiz #1." But for some reason, no one can tell him the length of Brock's Mankey without laughing.

BL

Basic Pokémon
Blaine's Charmander 50 HP
Lizard Pokémon. Length: 2' 0", Weight: 19 lbs.
Kindle Discard 1 Energy card attached to Blaine's Charmander in order to use this attack. If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. 10
Slash 20
weakness
resistance
retreat cost
LV. 16 #4
61/132

TRAINER
Blaine's Gamble
Discard any number of other cards from your hand, then flip a coin. If heads, draw twice that many cards.
121/132

Basic Pokémon
Blaine's Growlithe 50 HP
Puppy Pokémon. Length: 2' 4", Weight: 42 lbs.
Blaze Does 10 damage to each Pokémon on your opponent's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) 20
weakness
resistance
retreat cost
LV. 15 #58
62/132

Basic Pokémon
Blaine's Growlithe 50 HP
Puppy Pokémon. Length: 2' 4", Weight: 42 lbs.
Shake If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) 10
Fire Tackle Blaine's Growlithe does 10 damage to itself. 30
weakness
resistance
retreat cost
LV. 17 #58
35/132

GYM HEROES
CARD ENCYCLOPEDIA

On the next nine pages, you will find the entire **Gym Heroes** *card set (except for basic Energy cards). The cards are arranged in alphabetical order. Underneath each card you will see the card number and the rarity symbol. Cards that have two numbers have two versions—a holofoil rare version and a non-holofoil rare version.*

RARITY LEGEND

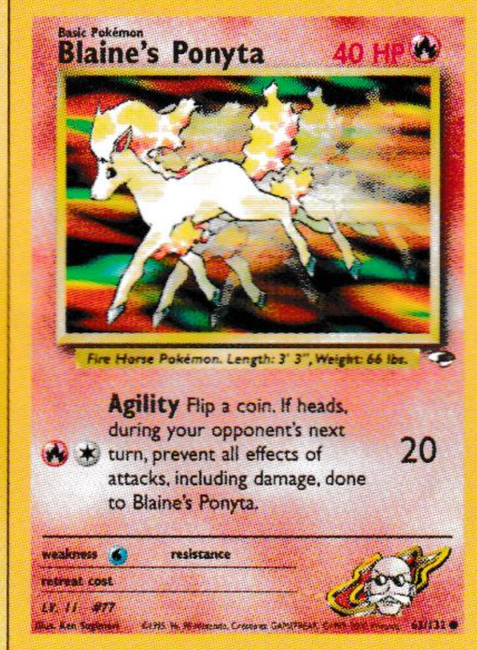
☆ Rare Holofoil ★ Rare ◆ Uncommon ● Common

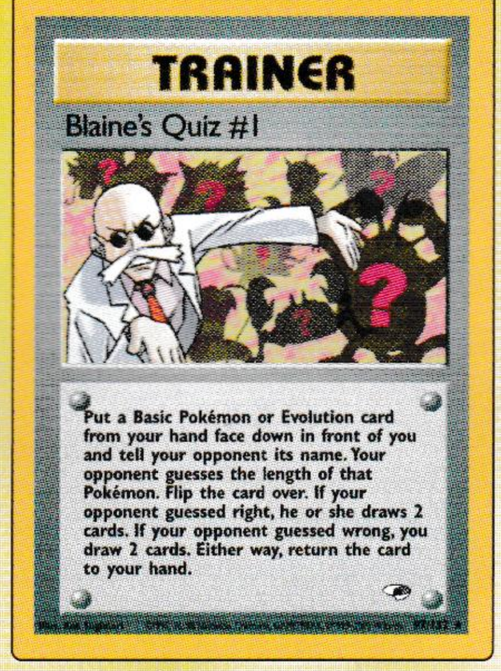
Basic Pokémon
Blaine's Kangaskhan 80 HP
Parent Pokémon. Length: 7' 3", Weight: 176 lbs.
Child's Punch Flip a coin. If tails, this attack does nothing. 10
One-Two Punch Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage. 30+
weakness
resistance -30
retreat cost
LV. 36 #115
36/132

TRAINER
Blaine's Last Resort
You can't play this card if you have any cards in your hand other than Blaine's Last Resort. Show your hand to your opponent, then draw 5 cards.
105/132

Basic Pokémon
Blaine's Magmar 60 HP
Spitfire Pokémon. Length: 4' 3", Weight: 98 lbs.
Firebreathing Flip a coin. If heads, this attack does 10 damage plus 10 more damage; if tails, this attack does 10 damage. 10+
Lava Burst Discard the top 5 cards of your deck. (If there are fewer than 5 cards in your deck, discard all of them.) This attack does 20 damage for each Energy card you discarded in this way. 20x
weakness
resistance
retreat cost
LV. 29 #126
37/132

Basic Pokémon
Blaine's Moltres 90 HP
Flame Pokémon. Length: 6' 7", Weight: 132 lbs.
Phoenix Flame Flip a coin. If tails, shuffle Blaine's Moltres and all cards attached to it into your deck (after doing damage). 90
weakness
resistance -30
retreat cost
LV. 44 #146
1/132


Basic Pokémon
Blaine's Ponyta 40 HP
Fire Horse Pokémon. Length: 3' 3", Weight: 66 lbs.
Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Blaine's Ponyta. 20
weakness
resistance
retreat cost
LV. 11 #77
63/132


TRAINER
Blaine's Quiz #1
Put a Basic Pokémon or Evolution card from your hand face down in front of you and tell your opponent its name. Your opponent guesses the length of that Pokémon. Flip the card over. If your opponent guessed right, he or she draws 2 cards. If your opponent guessed wrong, you draw 2 cards. Either way, return the card to your hand.
97/132

Basic Pokémon
Blaine's Tauros 70 HP
Wild Bull Pokémon. Length: 4' 7", Weight: 195 lbs.
3-Pronged Tail Flip 3 coins. This attack does 10 damage times the number of heads. 10x
Full Speed Charge Flip 4 coins. This attack does 20 damage times the number of heads to the Defending Pokémon and 20 damage times the number tails to Blaine's Tauros. 20x
weakness
resistance -30
retreat cost
LV. 34 #128
64/132

Basic Pokémon
Blaine's Vulpix 40 HP
Fox Pokémon. Length: 2' 0", Weight: 22 lbs.
Pokémon Power: Natural Healing Once during your turn (before your attack), you may remove 1 damage counter from Blaine's Vulpix. This power can't be used if Blaine's Vulpix is Asleep, Confused, or Paralyzed.
Tail Fan Flip a coin. If heads, the Defending Pokémon is now Confused. 20
weakness
resistance
retreat cost
LV. 9 #37
65/132

Basic Pokémon
Brock's Geodude 40 HP
Rock Pokémon. Length: 1' 4", Weight: 44 lbs.
Call for Friend Flip a coin. If heads, you may search your deck for a Basic Pokémon card with Brock in its name and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)
Hook Shot Don't apply Resistance for this attack. (Any other effects that would happen after applying Resistance still happen.) 20
weakness
resistance
retreat cost
LV. 13 #74
66/132

BR

Basic Pokémon
Brock's Geodude 50 HP
Rock Pokémon. Length: 1' 4", Weight: 44 lbs.
Tackle 10
Lucky Shot Choose 1 of your opponent's Benched Pokémon and flip a coin. If heads, this attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) This attack can't be used if your opponent has no Benched Pokémon.
weakness
resistance
retreat cost
LV. 17 #74

38/132 ◆

Evolves from Brock's Zubat Put Brock's Golbat on the Basic Pokémon
STAGE 1
Brock's Golbat 70 HP
Bat Pokémon. Length: 5' 3", Weight: 121 lbs.
Dive 20
Spiral Dive Does 10 damage to each of your opponent's Pokémon. Don't apply Weakness and Resistance.
weakness
resistance -30
retreat cost
LV. 30 #42

39/132 ◆

Evolves from Brock's Graveler Put Brock's Golem on the Stage 1 card
STAGE 2
Brock's Golem 90 HP
Megaton Pokémon. Length: 4' 7", Weight: 662 lbs.
Rock Slide If your opponent has any Benched Pokémon, choose up to 3 of them. This attack does 10 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.) 20
Fissure 50
weakness
resistance
retreat cost
LV. 40 #76

20/132 ★

Evolves from Brock's Geodude Put Brock's Graveler on the Basic Pokémon
STAGE 1
Brock's Graveler 70 HP
Rock Pokémon. Length: 3' 3", Weight: 232 lbs.
Rock Toss Flip 3 coins. This attack does 20 damage times the number of heads. 20x
weakness
resistance
retreat cost
LV. 30 #75

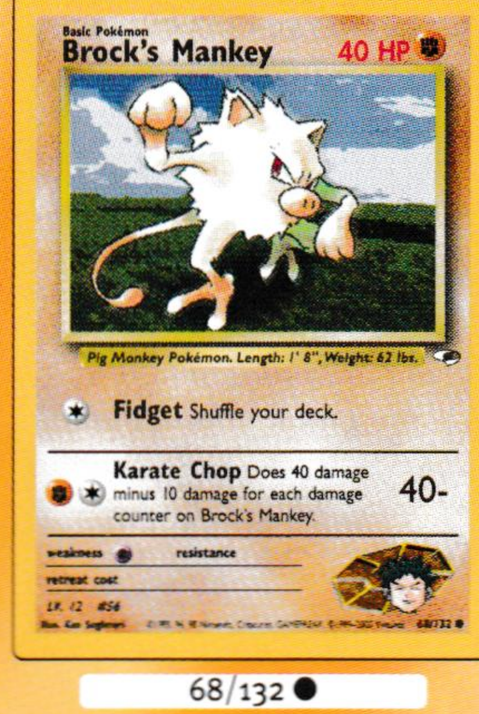
40/132 ◆

Basic Pokémon
Brock's Lickitung 80 HP
Licking Pokémon. Length: 3' 11", Weight: 144 lbs.
Tongue Slap 20
Slam Flip 2 coins. This attack does 30 damage times the number of heads. 30x
weakness
resistance -30
retreat cost
LV. 24 #108

41/132 ◆

Basic Pokémon
Brock's Mankey 40 HP
Pig Monkey Pokémon. Length: 1' 8", Weight: 62 lbs.
Taunt If your opponent has any Benched Pokémon, choose 1 of them and switch it with the Defending Pokémon.
Light Kick 10
weakness
resistance
retreat cost

67/132 ●


Basic Pokémon
Brock's Mankey 40 HP
Pig Monkey Pokémon. Length: 1' 8", Weight: 62 lbs.
Fidget Shuffle your deck.
Karate Chop Does 40 damage minus 10 damage for each damage counter on Brock's Mankey. 40-
weakness
resistance
retreat cost
LV. 12 #54

68/132 ●

Basic Pokémon
Brock's Onix 70 HP
Rock Snake Pokémon. Length: 28' 10", Weight: 463 lbs.
Bind Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20
Tunneling If your opponent has any Benched Pokémon, choose up to 2 of them. This attack does 20 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.) Brock's Onix can't attack during your next turn.
weakness
resistance
retreat cost
LV. 30 #95

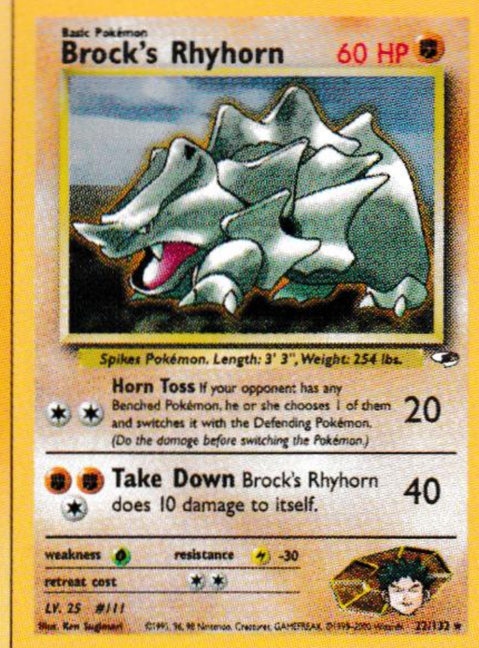
21/132 ★

Basic Pokémon
Brock's Onix 100 HP
Rock Snake Pokémon. Length: 28' 10", Weight: 463 lbs.
Bellow Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
Rock Throw 30
weakness
resistance
retreat cost
LV. 41 #95

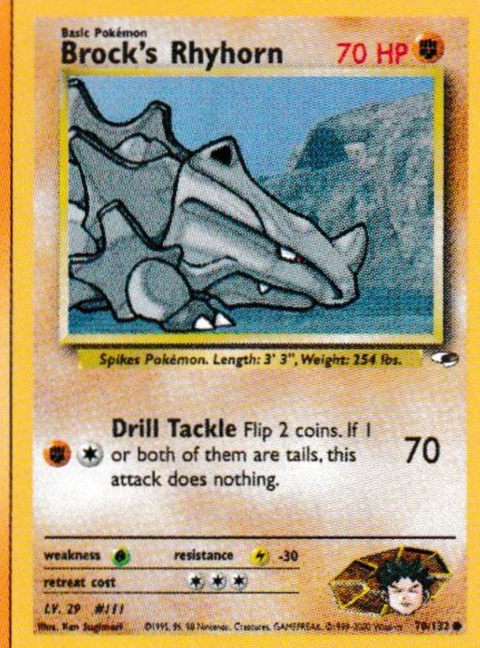
69/132 ●

Evolves from Brock's Rhyhorn Put Brock's Rhydon on the Basic Pokémon
STAGE 1
Brock's Rhydon 80 HP
Drill Pokémon. Length: 6' 3", Weight: 265 lbs.
Pokémon Power: Bench Guard As long as Brock's Rhydon is Benched, whenever 1 of your Benched Pokémon is damaged, you may do 10 of that damage to Brock's Rhydon instead. (If more than 1 of your Benched Pokémon is damaged at the same time, you may use this power once for each of them.)
Lariat Flip a coin. If tails, this attack does nothing. 70
weakness
resistance -30
retreat cost
LV. 38 #112

2/132 ★


Basic Pokémon
Brock's Rhyhorn 60 HP
Spikes Pokémon. Length: 3' 3", Weight: 254 lbs.
Horn Toss If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) 20
Take Down Brock's Rhyhorn does 10 damage to itself. 40
weakness
resistance -30
retreat cost
LV. 25 #111

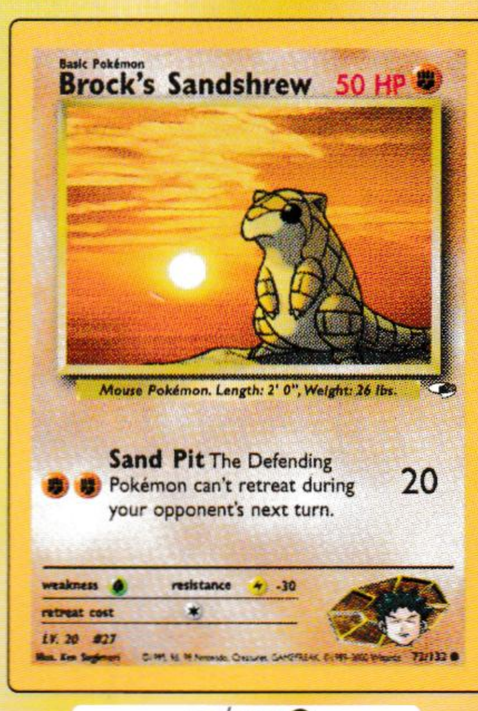
22/132 ★


Basic Pokémon
Brock's Rhyhorn 70 HP
Spikes Pokémon. Length: 3' 3", Weight: 254 lbs.
Drill Tackle Flip 2 coins. If 1 or both of them are tails, this attack does nothing. 70
weakness
resistance -30
retreat cost
LV. 29 #111

70/132 ●

Basic Pokémon
Brock's Sandshrew 40 HP
Mouse Pokémon. Length: 2' 0", Weight: 26 lbs.
Defense Curl Flip a coin. If heads, prevent all damage done to Brock's Sandshrew during your opponent's next turn. (Any other effects of attacks still happen.)
Rolling Attack 20
weakness
resistance -30
retreat cost
LV. 13 #27

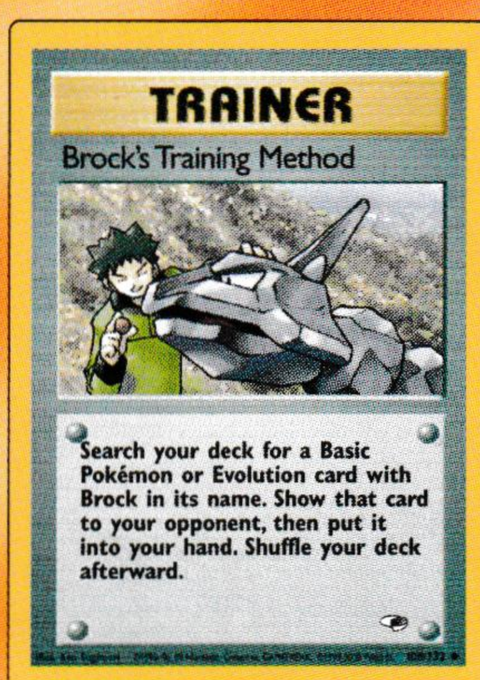
71/132 ●


Basic Pokémon
Brock's Sandshrew 50 HP
Mouse Pokémon. Length: 2' 0", Weight: 26 lbs.
Sand Pit The Defending Pokémon can't retreat during your opponent's next turn. 20
weakness
resistance -30
retreat cost
LV. 20 #27

72/132 ●

Evolves from Brock's Sandshrew Put Brock's Sandslash on the Basic Pokémon
STAGE 1
Brock's Sandslash 60 HP
Mouse Pokémon. Length: 3' 3", Weight: 65 lbs.
Needles Flip a coin. If heads, the Defending Pokémon is now Paralyzed and Poisoned. 10
Sandstorm If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. 20
weakness
resistance -30
retreat cost
LV. 26 #28

23/132 ★


TRAINER
Brock's Training Method
Search your deck for a Basic Pokémon or Evolution card with Brock in its name. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.

106/132 ◆

BR

Basic Pokémon
Brock's Vulpix 40 HP
Fox Pokémon. Length: 2' 0", Weight: 22 lbs.
Flame 20
Quick Attack Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. 10+
weakness
resistance
retreat cost
LV. 10 #37

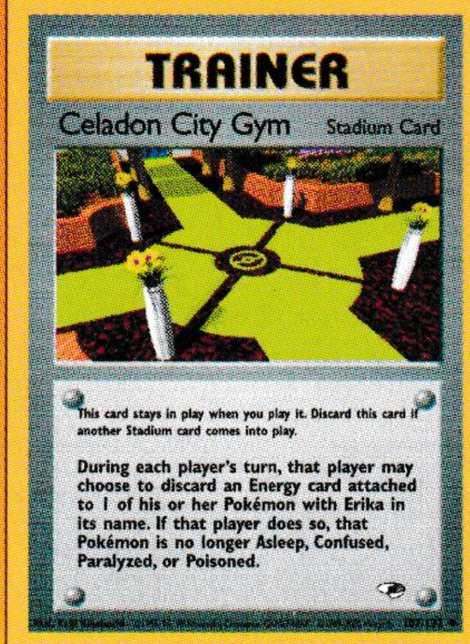
73/132 ●

Basic Pokémon
Brock's Zubat 30 HP
Bat Pokémon. Length: 2' 7", Weight: 17 lbs.
Alert Draw a card. Then, switch Brock's Zubat with 1 of your Benched Pokémon. You can't use this attack if your Bench is empty.
Wing Attack 20
weakness
resistance -30
retreat cost
LV. 5 #41

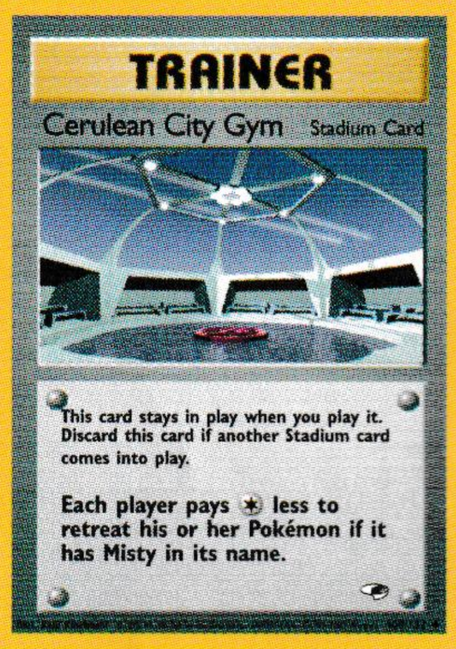
24/132 ★

Basic Pokémon
Brock's Zubat 40 HP
Bat Pokémon. Length: 2' 7", Weight: 17 lbs.
Wing Attack 10
Poison Fang Flip a coin. If heads, the Defending Pokémon is now Poisoned. 20
weakness
resistance -30
retreat cost
LV. 11 #41

74/132 ●


TRAINER
Celadon City Gym Stadium Card
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
During each player's turn, that player may choose to discard an Energy card attached to 1 of his or her Pokémon with Erika in its name. If that player does so, that Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned.

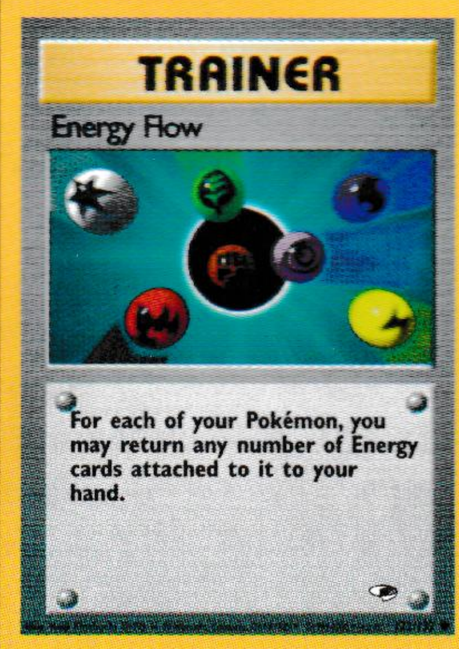
107/132 ◆


TRAINER
Cerulean City Gym Stadium Card
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
Each player pays ✱ less to retreat his or her Pokémon if it has Misty in its name.

108/132 ◆

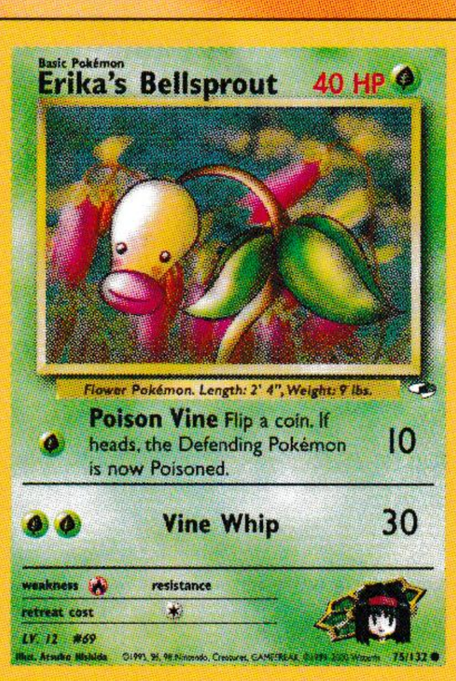
TRAINER
Charity
Attach Charity to your Active Pokémon. Unless that Pokémon gets Knocked Out, return Charity to your hand at the end of your turn. If that Pokémon attacks and does damage to the Defending Pokémon, you may reduce that damage by any amount (rounded to the nearest 10).

99/132 ★

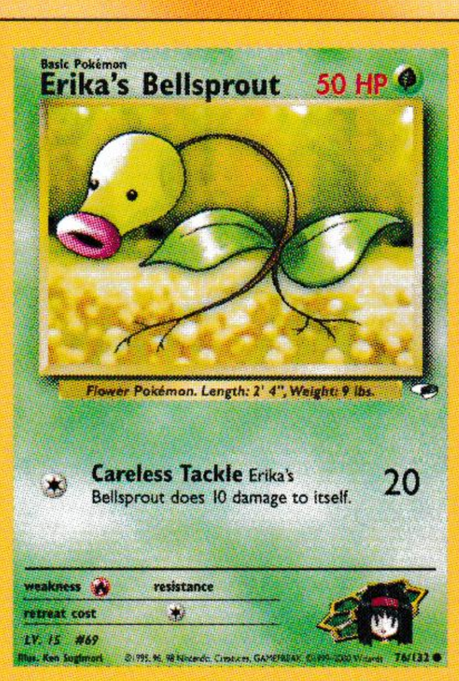


122/132 ●

16/132 ✱, 100/132 ★


Basic Pokémon
Erika's Bellsprout 40 HP
Flower Pokémon. Length: 2' 4", Weight: 9 lbs.
Poison Vine Flip a coin. If heads, the Defending Pokémon is now Poisoned. 10
Vine Whip 30
weakness
resistance
retreat cost
LV. 12 #69

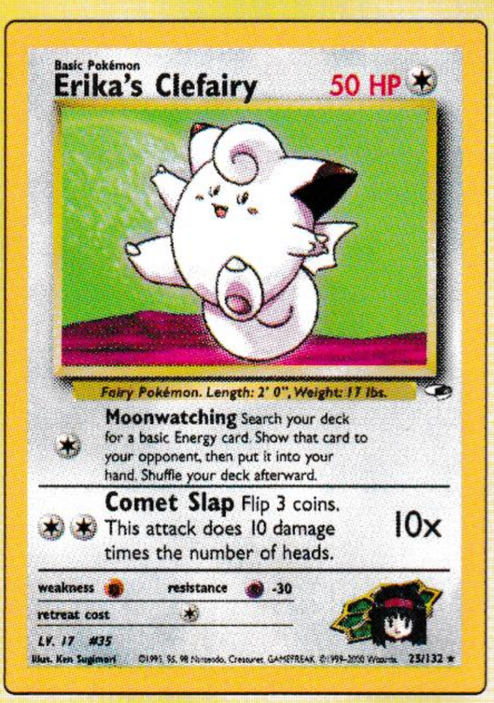
75/132 ●



76/132 ●

Evolves from Erika's Clefairy Put Erika's Clefable on the Basic Pokémon
STAGE 1
Erika's Clefable 70 HP
Fairy Pokémon. Length: 4' 3", Weight: 88 lbs.
Fairy Power Flip a coin. If heads, you may return any number of your Pokémon in play and all cards attached to them to your hand.
Moon Impact 30
weakness
resistance -30
retreat cost
LV. 35 #36

3/132 ✱


Basic Pokémon
Erika's Clefairy 50 HP
Fairy Pokémon. Length: 2' 0", Weight: 17 lbs.
Moonwatching Search your deck for a basic Energy card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.
Comet Slap Flip 3 coins. This attack does 10 damage times the number of heads. 10x
weakness
resistance -30
retreat cost
LV. 17 #35

25/132 ★

Evolves from Erika's Dratini Put Erika's Dragonair on the Basic Pokémon
STAGE 1
Erika's Dragonair 80 HP
Dragon Pokémon. Length: 13' 1", Weight: 36 lbs.
Blizzard Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. If tails, this attack does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 30
Take Away Shuffle Erika's Dragonair and all cards attached to it into your deck. Then, your opponent shuffles his or her Active Pokémon and all cards attached to it into his or her deck.
weakness
resistance -30
retreat cost
LV. 32 #148

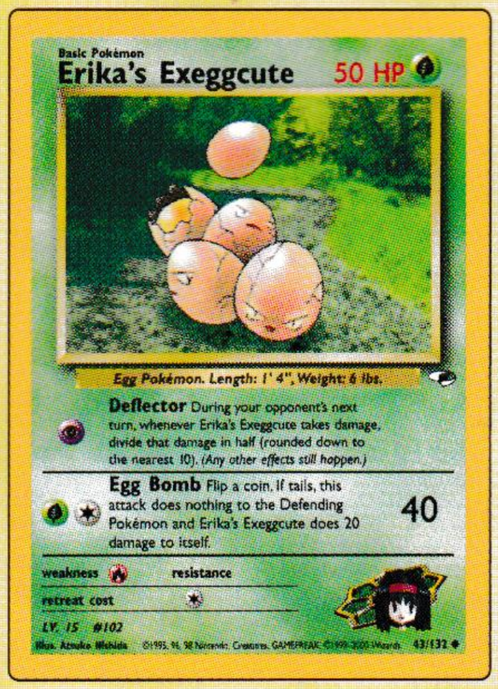
4/132 ✱

Basic Pokémon
Erika's Dratini 40 HP
Dragon Pokémon. Length: 5' 11", Weight: 7 lbs.
Pokémon Power: Strange Barrier Whenever an attack by a Basic Pokémon (including your own) does 20 or more damage to Erika's Dratini (after applying Weakness and Resistance), reduce that damage to 10. (Any other effects of attacks still happen.) This power stops working while Erika's Dratini is Asleep, Confused, or Paralyzed.
Tail Strike Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. 10+
weakness
resistance -30
retreat cost
LV. 14 #147

42/132 ◆

Basic Pokémon
Erika's Exeggcute 40 HP
Egg Pokémon. Length: 1' 4", Weight: 6 lbs.
Eggsplosion Flip a number of coins equal to the number of Energy attached to Erika's Exeggcute. This attack does 10 damage times the number of heads. 10x
Psychic Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon. 10+
weakness
resistance
retreat cost
LV. 12 #102

77/132 ●


Basic Pokémon
Erika's Exeggcute 50 HP
Egg Pokémon. Length: 1' 4", Weight: 6 lbs.
Deflector During your opponent's next turn, whenever Erika's Exeggcute takes damage, divide that damage in half (rounded down to the nearest 10). (Any other effects still happen.)
Egg Bomb Flip a coin. If tails, this attack does nothing to the Defending Pokémon and Erika's Exeggcute does 20 damage to itself. 40
weakness
resistance
retreat cost
LV. 15 #102

43/132 ◆

Evolves from Erika's Exeggcute Put Erika's Exeggutor on the Basic Pokémon
STAGE 1
Erika's Exeggutor 70 HP
Coconut Pokémon. Length: 6' 7", Weight: 265 lbs.
Psychic Exchange Shuffle your hand into your deck, then draw 5 cards.
Stomp Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage. 30+
weakness
resistance
retreat cost
LV. 31 #103
Illus. Ken Sugimori
44/132

44/132 ◆

Evolves from Erika's Oddish Put Erika's Gloom on the Basic Pokémon
STAGE 1
Erika's Gloom 60 HP
Weed Pokémon. Length: 2' 7", Weight: 19 lbs.
Healing Pollen Flip a coin. If heads, remove 4 damage counters from Erika's Gloom. If Erika's Gloom has fewer damage counters than that, remove all of them.
Magic Pollen Flip a coin. If heads, the Defending Pokémon is now Asleep, Confused, Paralyzed, or Poisoned (your choice). 30
weakness
resistance
retreat cost
LV. 24 #44
Illus. Ken Sugimori
45/132

45/132 ◆

Evolves from Erika's Oddish Put Erika's Gloom on the Basic Pokémon
STAGE 1
Erika's Gloom 70 HP
Weed Pokémon. Length: 2' 7", Weight: 19 lbs.
Dream Dance Both the Defending Pokémon and Erika's Gloom are now Asleep (after doing damage). 10
Vile Smell Both the Defending Pokémon and Erika's Gloom are now Confused (after doing damage). 30
weakness
resistance
retreat cost
LV. 28 #44
Illus. Ken Sugimori
46/132

46/132 ◆

ER
TRAINER
Erika's Maids
Trade 2 of the other cards in your hand for up to 2 Basic Pokémon and/or Evolution cards with Erika in their names from your deck. Show those cards to your opponent, then put them into your hand. Shuffle your deck afterward.
109/132

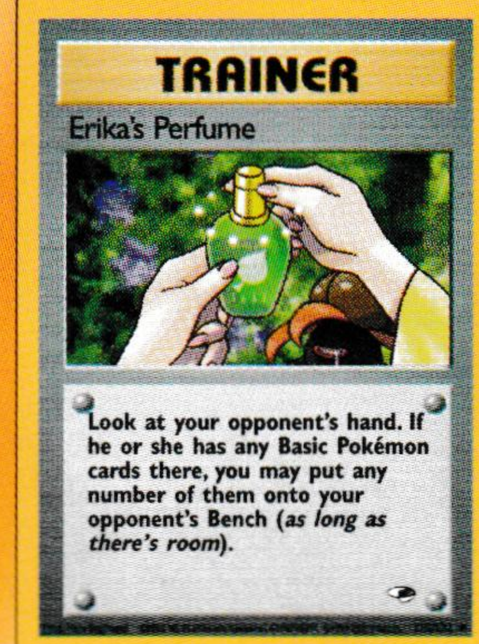
109/132 ◆

Basic Pokémon
Erika's Oddish 40 HP
Weed Pokémon. Length: 1' 8", Weight: 12 lbs.
Pokémon Power: Photosynthesis All Energy cards attached to Erika's Oddish provide Energy instead of their usual type. This power works even while Erika's Oddish is Asleep, Confused, or Paralyzed.
Poisonpowder Flip a coin. If heads, the Defending Pokémon is now Poisoned. 20
weakness
resistance
retreat cost
LV. 12 #43
47/132

47/132 ◆

Basic Pokémon
Erika's Oddish 50 HP
Weed Pokémon. Length: 1' 8", Weight: 12 lbs.
Blot If there are any damage counters on Erika's Oddish, remove 1 of them. 10
Sporadic Sponging If Erika's Oddish has any damage counters on it, flip a coin. If heads, remove 1 of those damage counters. 20
weakness
resistance
retreat cost
LV. 15 #43
78/132

78/132 ●


TRAINER
Erika's Perfume
Look at your opponent's hand. If he or she has any Basic Pokémon cards there, you may put any number of them onto your opponent's Bench (as long as there's room).
110/132

110/132 ◆

Basic Pokémon
Erika's Tangela 60 HP
Vine Pokémon. Length: 3' 3", Weight: 77 lbs.
Vine Slap 10
Stretch Vine If your opponent has any Benched Pokémon, choose 1 of them and this attack does 20 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)
weakness
resistance
retreat cost
LV. 21 #114
79/132

79/132 ●

Evolves from Erika's Weepinbell Put Erika's Victreebel on the Stage 1 Card
STAGE 2
Erika's Victreebel 80 HP
Flycatcher Pokémon. Length: 5' 7", Weight: 34 lbs.
Pokémon Power: Fragrance Trap Once during your turn (before your attack), you may flip a coin. If heads, and if your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon. This power can't be used if Erika's Victreebel is Asleep, Confused, or Paralyzed.
Razor Leaf 50
weakness
resistance
retreat cost
LV. 37 #71
26/132

26/132 ★

Evolves from Erika's Gloom Put Erika's Vileplume on the Stage 1 Card
STAGE 2
Erika's Vileplume 80 HP
Flower Pokémon. Length: 3' 11", Weight: 41 lbs.
Pokémon Power: Pollen Defense If an attack does damage to Erika's Vileplume while it's your Active Pokémon (even if it's Knocked Out), flip a coin. If heads, your opponent's Active Pokémon is now Confused. This power works even while Erika's Vileplume is Asleep, Confused, or Paralyzed.
Mega Drain If Erika's Vileplume does damage to the Defending Pokémon (after applying Weakness and Resistance), remove a number of damage counters from Erika's Vileplume equal to half the damage done to the Defending Pokémon (rounded up to the nearest 10). If Erika's Vileplume has fewer damage counters than that, remove all of them. 30
weakness
resistance
retreat cost
LV. 34 #45
5/132

5/132 ★

Evolves from Erika's Bellsprout Put Erika's Weepinbell on the Basic Pokémon
STAGE 1
Erika's Weepinbell 60 HP
Flycatcher Pokémon. Length: 3' 3", Weight: 14 lbs.
Drool 10
Flytrap Before doing damage, choose 1 of your opponent's Benched Pokémon and switch it with his or her Active Pokémon. That attack can't be used if your opponent has no Benched Pokémon. 20
weakness
resistance
retreat cost
LV. 26 #70
48/132

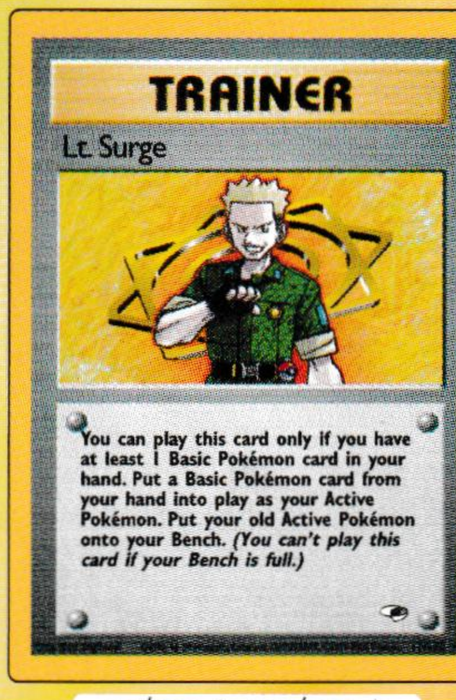
48/132 ◆

Evolves from Erika's Bellsprout Put Erika's Weepinbell on the Basic Pokémon
STAGE 1
Erika's Weepinbell 70 HP
Flycatcher Pokémon. Length: 3' 3", Weight: 14 lbs.
Sleep Poison The Defending Pokémon is now Asleep and Poisoned.
Vine Whip 40
weakness
resistance
retreat cost
LV. 30 #70
49/132

49/132 ◆

TRAINER
Good Manners
In order to play this card, you can't have any Basic Pokémon cards in your hand. Show your hand to your opponent, then search your deck for a Basic Pokémon card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.
111/132

111/132 ◆


TRAINER
Lt. Surge
You can play this card only if you have at least 1 Basic Pokémon card in your hand. Put a Basic Pokémon card from your hand into play as your Active Pokémon. Put your old Active Pokémon onto your Bench. (You can't play this card if your Bench is full.)
17/132, 101/132

17/132 ★, 101/132 ★

Basic Pokémon
Lt. Surge's Electabuzz 60 HP
Electric Pokémon. Length: 3' 7", Weight: 66 lbs.
Charge Take up to 2 Energy cards from your discard pile and attach them to Lt. Surge's Electabuzz.
Electric Current Take 1 Energy card attached to Lt. Surge's Electabuzz and attach it to 1 of your Benched Pokémon. If you have no Benched Pokémon, discard that Energy card. 20
weakness
resistance
retreat cost
LV. 22 #125
Illus. Ken Sugimori
27/132

27/132 ★

Basic Pokémon
Lt. Surge's Electabuzz 70 HP
Electric Pokémon. Length: 3' 7", Weight: 66 lbs.
Charge Take up to 2 Energy cards from your discard pile and attach them to Lt. Surge's Electabuzz.
Discharge Discard all Energy cards attached to Lt. Surge's Electabuzz in order to use this attack. Flip a number of coins equal to the number of Energy cards you discarded. This attack does 30 damage times the number of heads. 30x
weakness
resistance
retreat cost
LV. 28 #125
Illus. Ken Sugimori
6/132

6/132 ★

Top 10 GYM HEROES Cards

by Teeuwynn

This list is excerpted from the Gym Heroes Strategy Guide, *the official guide to the expansion, published by Wizards of the Coast.*

Blaine's Charmander

Blaine's Charmander works really well in an Energy Removal deck. Kindle does 10 damage to the Defending Pokémon, and you discard one Energy card from Charmander to make your opponent discard an Energy card of your choice from the Defending Pokémon. This attack can really keep your opponent's Pokémon out of Energy. It's really good because you can discard any kind of Energy you want from Blaine's Charmander for this attack, and you get to pick which Energy your opponent discards.

LT

Evolves from Lt. Surge's Spearow
Put Lt. Surge's Fearow on the Basic Pokémon
STAGE 1
Lt. Surge's Fearow 70 HP
Beak Pokémon. Length: 3' 11", Weight: 84 lbs.
Repeating Drill Flip 5 coins. This attack does 10 damage times the number of heads. 10x
Clutch The Defending Pokémon can't retreat during your opponent's next turn. 30
weakness
resistance -30
retreat cost
LV. 30 #22
Illus. Ken Sugimori
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7/132 ★

7/132 ★

Basic Pokémon
Lt. Surge's Magnemite 30 HP
Magnet Pokémon. Length: 1' 0", Weight: 13 lbs.
Removal Pulse If the Defending Pokémon has any Energy cards attached to it, flip a coin. If heads, choose 1 of those Energy cards and discard it. 10
Confusion Pulse Flip a coin. If heads, the Defending Pokémon is now Confused. 20
weakness
resistance
retreat cost
LV. 10 #81
Illus. Atsuko Nishida
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50/132 ◆

50/132 ◆

Basic Pokémon
Lt. Surge's Magnemite 40 HP
Magnet Pokémon. Length: 1' 0", Weight: 13 lbs.
Thundershock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10
Tackle 20
weakness
resistance
retreat cost
LV. 12 #81
Illus. Ken Sugimori
©1995, 96, 98 Nintendo, Creatures, GAMEFREAK, ©1999–2000 Wizards
80/132 ●

80/132 ●

Evolves from Lt. Surge's Magnemite
Put Lt. Surge's Magneton on the Basic Pokémon
STAGE 1
Lt. Surge's Magneton 70 HP
Magnet Pokémon. Length: 3' 3", Weight: 132 lbs.
Pokémon Power: Energy Charge As often as you like during your turn (before your attack), if Lt. Surge's Magneton is your Active Pokémon, you may take 1 Energy card attached to 1 of your Pokémon and attach it to Lt. Surge's Magneton. This power can't be used if Lt. Surge's Magneton is Asleep, Confused, or Paralyzed.
Mega Shock Flip a coin. If tails, Lt. Surge's Magneton does 20 damage to itself. 50
weakness
resistance
retreat cost
LV. 30 #82
Illus. Ken Sugimori
©1995, 96, 98 Nintendo, Creatures, GAMEFREAK, ©1999–2000 Wizards
8/132 ★

8/132 ★

Basic Pokémon
Lt. Surge's Pikachu 50 HP
Mouse Pokémon. Length: 1' 4", Weight: 13 lbs.
Charge Take 1 Energy card from your discard pile and attach it to Lt. Surge's Pikachu.
Lightning Tail Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20
weakness
resistance
retreat cost
LV. 15 #25
Illus. Ken Sugimori
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81/132 ●

81/132 ●

Evolves from Lt. Surge's Pikachu
Put Lt. Surge's Raichu on the Basic Pokémon
STAGE 1
Lt. Surge's Raichu 70 HP
Mouse Pokémon. Length: 2' 7", Weight: 66 lbs.
Mega Punch 30
Thunderbolt Discard all Energy cards attached to Lt. Surge's Raichu in order to use this attack. 100
weakness
resistance
retreat cost
LV. 32 #26
Illus. Ken Sugimori
©1995, 96, 98 Nintendo, Creatures, GAMEFREAK, ©1999–2000 Wizards
28/132 ★

28/132 ★

Evolves from Lt. Surge's Rattata
Put Lt. Surge's Raticate on the Basic Pokémon
STAGE 1
Lt. Surge's Raticate 70 HP
Rat Pokémon. Length: 2' 4", Weight: 41 lbs.
Super Fang Does damage to the Defending Pokémon equal to half the Defending Pokémon's remaining HP (rounded up to the nearest 10). ?
weakness
resistance -30
retreat cost
LV. 32 #20
Illus. Ken Sugimori
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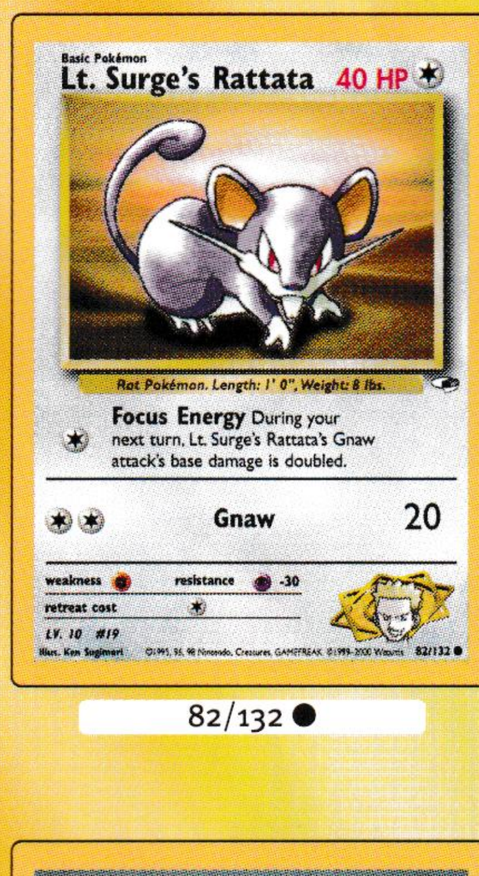
51/132 ◆

51/132 ◆


Basic Pokémon
Lt. Surge's Rattata 40 HP
Rat Pokémon. Length: 1' 0", Weight: 8 lbs.
Focus Energy During your next turn, Lt. Surge's Rattata's Gnaw attack's base damage is doubled.
Gnaw 20
weakness
resistance -30
retreat cost
LV. 10 #19
Illus. Ken Sugimori
©1995, 96, 98 Nintendo, Creatures, GAMEFREAK, ©1999–2000 Wizards
82/132 ●

82/132 ●

52/132 ◆

Basic Pokémon
Lt. Surge's Spearow 50 HP
Tiny Bird Pokémon. Length: 1' 0", Weight: 4 lbs.
Whirlwind If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) 10
Razor Wind Flip a coin. If tails, this attack does nothing. 40
weakness
resistance -30
retreat cost
LV. 17 #21
Illus. Atsuko Nishida
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83/132 ●

83/132 ●

TRAINER
Lt. Surge's Treaty
Your opponent chooses 1 of the following: everyone chooses 1 of his or her own Prizes and puts it into his or her hand, or you draw a card.

112/132 ◆

Basic Pokémon
Lt. Surge's Voltorb 40 HP
Ball Pokémon. Length: 1' 8", Weight: 23 lbs.
Spin Ball Flip 1 coin. This attack does 20 damage times the number of heads. 20x
Double Spin Flip 2 coins. This attack does 20 damage times the number of heads. 20x
weakness
resistance
retreat cost
LV. 12 #100
Illus. Ken Sugimori
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84/132 ●

84/132 ●

M1

TRAINER
Minion of Team Rocket
Flip 2 coins. If both of them are heads, choose 1 of your opponent's Benched Pokémon and return it and all cards attached to it to his or her hand. If 1 or both of them are tails, your turn ends immediately (you can't attack this turn).

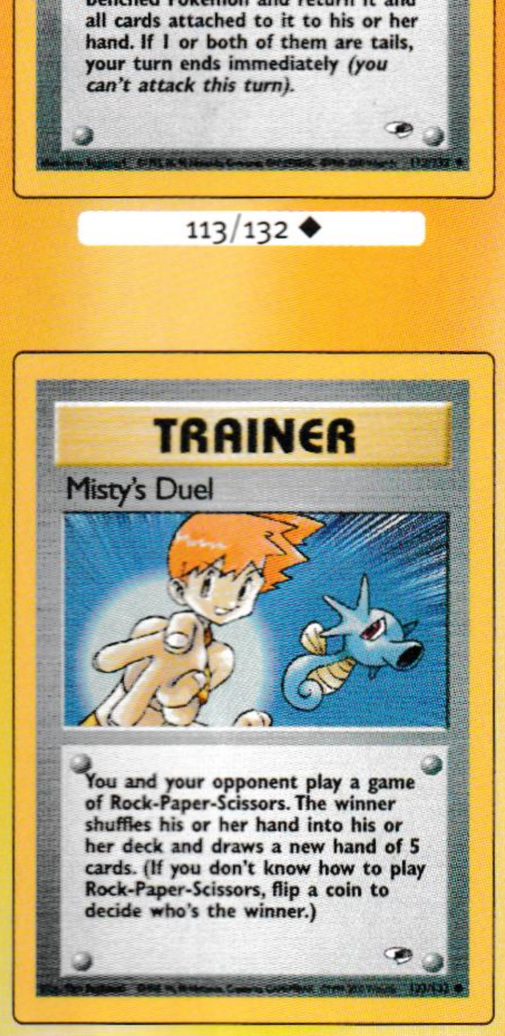
113/132 ◆

TRAINER
Misty
Discard 2 of the other cards in your hand in order to play this card. If this turn's attack does damage to the Defending Pokémon (after applying Weakness and Resistance), and if the attacking Pokémon has Misty in its name, the attack does 20 more damage to the Defending Pokémon.

18/132 ★, 102/132 ★

Misty's Cloyster 70 HP
Bivalve Pokémon. Length: 4' 11", Weight: 292 lbs.
Pokémon Power: Shell Armor
Triple Cannon Flip 3 coins. This attack does 20 damage times the number of heads. 20x
weakness
resistance
retreat cost
LV. 30 #91

29/132 ★


TRAINER
Misty's Duel
You and your opponent play a game of Rock-Paper-Scissors. The winner shuffles his or her hand into his or her deck and draws a new hand of 5 cards. (If you don't know how to play Rock-Paper-Scissors, flip a coin to decide who's the winner.)

123/132 ●

Misty's Goldeen 30 HP
Goldfish Pokémon. Length: 2' 0", Weight: 33 lbs.
Horn Hazard Flip a coin. If tails, this attack does nothing. 30
weakness
resistance
retreat cost
LV. 8 #118

30/132 ★

Misty's Goldeen 40 HP
Goldfish Pokémon. Length: 2' 0", Weight: 33 lbs.
Fury Attack Flip 2 coins. This attack does 10 damage times the number of heads. 10x
Supersonic Flip a coin. If heads, the Defending Pokémon is now Confused.
weakness
resistance
retreat cost
LV. 10 #118

85/132 ●

Misty's Horsea 40 HP
Dragon Pokémon. Length: 1' 4", Weight: 18 lbs.
Tackle 10
Smokescreen If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. 20
weakness
resistance
retreat cost
LV. 10 #116

86/132 ●

Misty's Poliwag 50 HP
Tadpole Pokémon. Length: 2' 0", Weight: 27 lbs.
Hypnotic Stare Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, the Defending Pokémon is now Asleep.
Tail Rap Flip 2 coins. This attack does 20 damage times the number of heads. 20x
weakness
resistance
retreat cost
LV. 15 #60

87/132 ●

Misty's Poliwhirl 70 HP
Tadpole Pokémon. Length: 3' 4", Weight: 44 lbs.
Rapids If the Defending Pokémon has any Energy cards attached to it, flip a coin. If heads, choose 1 of those Energy cards and discard it. 20
Water Punch Flip a number of coins equal to the number of Energy attached to Misty's Poliwhirl. This attack does 30 damage plus 10 damage for each heads. 30+
weakness
resistance
retreat cost
LV. 37 #61

53/132 ◆

Misty's Poliwrath 90 HP
Tadpole Pokémon. Length: 4' 3", Weight: 119 lbs.
Water Ring Does 10 damage to each Pokémon that isn't on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) 30
weakness
resistance
retreat cost
LV. 43 #62

31/132 ★

Misty's Psyduck 50 HP
Duck Pokémon. Length: 2' 7", Weight: 43 lbs.
Scratch 10
Call for Friend Flip a coin. If heads, you may search your deck for a Basic Pokémon with Misty in its name and put it onto your Bench. (You can't use this attack if your Bench is full.) Shuffle your deck afterward.
weakness
resistance
retreat cost
LV. 15 #54

54/132 ◆

Misty's Seadra 70 HP
Dragon Pokémon. Length: 3' 1", Weight: 55 lbs.
Tail Snap 20
Knockout Needle Flip 2 coins. If both of them are heads, this attack does 30 damage plus 60 more damage. If 1 or both of them are tails, this attack does 30 damage. 30+
weakness
resistance
retreat cost
LV. 30 #117

9/132 ★

Brock

Who doesn't love Brock? Brock's a softy when it comes to his Pokémon, and now he can help you take care of your Pokémon, too. Brock removes one damage counter from each of your Pokémon that's damaged. If you've had to retreat a lot, or if your opponent's attacking your Bench, Brock can help keep all your Pokémon healthy. Potion is a good card, but it can only remove two damage counters, while Brock can remove up to six if all of your Pokémon are damaged. Brock also works really well in a deck where some of your own Pokémon's attacks damage your Bench.

Erika's Dratini

This tiny little Dragon Pokémon is a lot tougher than it looks. Its Pokémon Power: Strange Barrier says that Erika's Dratini only takes 10 damage a turn...no matter how big the attack! Although Erika's Dratini doesn't do a lot of damage, you can use Potions and Super Potions to keep Dratini nibbling away at your opponent's Pokémon for a very long time.

M1

Erika's Maids

In a deck with a lot of Erika's Pokémon, this Trainer card is much better than Pokémon Trader. Since you can put *any* two cards from your hand back into your deck to go get two of Erika's Pokémon, this Trainer card makes it easy to find all the Pokémon you need. Missing the Basic Pokémon and its Stage 2 Evolution card? No problem! With Erika's Maids, Erika's Pokémon will always be ready to jump out of your deck and help you.

STAGE 1
Evolves from Misty's Goldeen
Put Misty's Seaking on the Basic Pokémon
Misty's Seaking 70 HP
Goldfish Pokémon. Length: 4' 3", Weight: 86 lbs.
Horn Attack 10
Mud Splash If your opponent has any Benched Pokémon, choose 1 of them and flip a coin. If heads, this attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 30
weakness
resistance
retreat cost
LV. 24 #119
55/132

55/132 ◆

88/132 ●

Basic Pokémon
Misty's Shellder 40 HP
Bivalve Pokémon. Length: 1' 0", Weight: 9 lbs.
Tackle 10
Clamp Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, this attack does nothing (not even damage). 20
weakness
resistance
retreat cost
LV. 10 #90
89/132

89/132 ●

STAGE 1
Evolves from Misty's Staryu
Put Misty's Starmie on the Basic Pokémon
Misty's Starmie 80 HP
Mysterious Pokémon. Length: 3' 7", Weight: 176 lbs.
Water Gun Does 10 damage plus 10 more damage for each Energy attached to Misty's Starmie but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. 10+
Bubblebeam Flip a coin. If heads, the Defending Pokemon is now Paralyzed. 30
weakness
resistance
retreat cost
LV. 35 #121
56/132

56/132 ◆

Basic Pokémon
Misty's Staryu 50 HP
Starshape Pokémon. Length: 2' 7", Weight: 76 lbs.
Swift This attack's damage isn't affected by Weakness, Resistance, Pokémon Powers, or any other effects on the Defending Pokémon. 20
weakness
resistance
retreat cost
LV. 20 #120
90/132

90/132 ●

Basic Pokémon
Misty's Tentacool 40 HP
Jellyfish Pokémon. Length: 2' 11", Weight: 100 lbs.
Mysterious Light Flip a coin. If heads, the Defending Pokémon is now Asleep.
Jellyfish Pod Search your deck for any number of Pokémon named Tentacool, Tentacruel, Misty's Tentacool, and/or Misty's Tentacruel. Show those cards to your opponent, then put them into your hand. Shuffle your deck afterward.
weakness
resistance
retreat cost
LV. 12 #72
32/132

32/132 ★

Erika's Vileplume

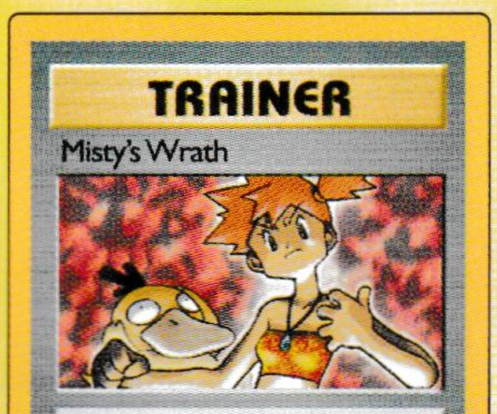
This Pokémon has it all! Pollen Defense is a great Pokémon Power because every time your opponent's Pokémon damages Vileplume, that attacking Pokémon has a 50 percent chance of getting Confused. Erika's Vileplume's Mega Drain attack does good damage and removes damage counters from Vileplume! When you combine Pollen Defense with 80 Hit Points and the Mega Drain attack, you get a powerful Pokémon that's really hard to Knock Out.

Basic Pokémon
Misty's Tentacool 50 HP
Jellyfish Pokémon. Length: 2' 11", Weight: 100 lbs.
Crystal Beam Flip a coin. If heads, your opponent can't attach Energy cards to the Defending Pokémon during his or her next turn. 20
weakness
resistance
retreat cost
LV. 16 #72
57/132

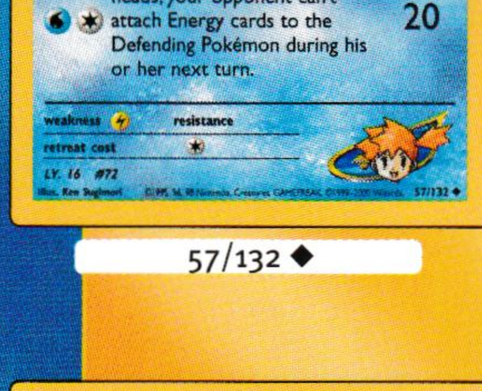
57/132 ◆

Evolves from Misty's Tentacool
Put Misty's Tentacruel on the Basic Pokémon
STAGE 1
Misty's Tentacruel 70 HP
Jellyfish Pokémon. Length: 5' 3", Weight: 121 lbs.
Pokémon Power: Flee If an attack does damage to Misty's Tentacruel while it's your Active Pokémon, you may switch it with 1 of your Benched Pokémon, which prevents all other effects of that attack on Misty's Tentacruel. This power can't be used if Misty's Tentacruel is already Asleep, Confused, or Paralyzed.
Jellyfish Poison Flip a coin. If heads, the Defending Pokémon is now Poisoned. If tails, the Defending Pokémon is now Confused. 30
weakness
resistance
retreat cost
LV. 30 #73
10/132

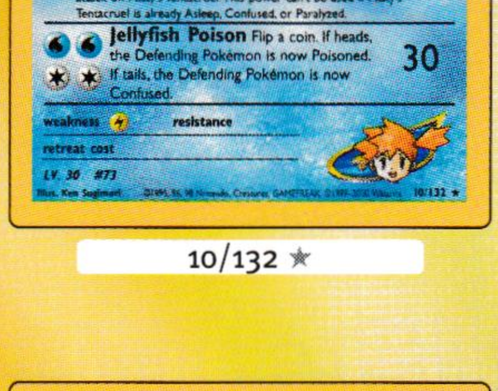
10/132 ★


TRAINER
Misty's Wrath
Look at the top 7 cards of your deck. Choose 2 of those cards and put them into your hand. Discard the rest.
114/132

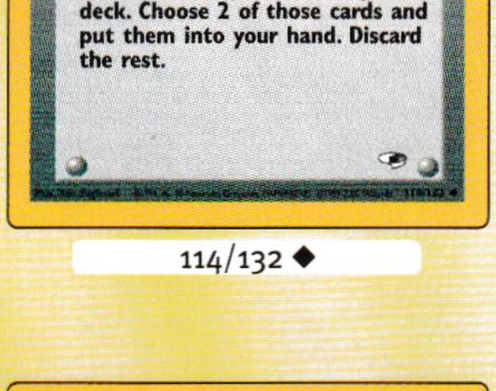
114/132 ◆


TRAINER
Narrow Gym
Stadium Card
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
No player may have more than 4 Pokémon on his or her Bench. When this card is played, if a player has 5 Pokémon on his or her Bench, that player chooses 1 of them and returns it and all cards attached to it to his or her hand. (If both players have to return a Pokémon, your opponent returns a Pokémon first.)
124/132

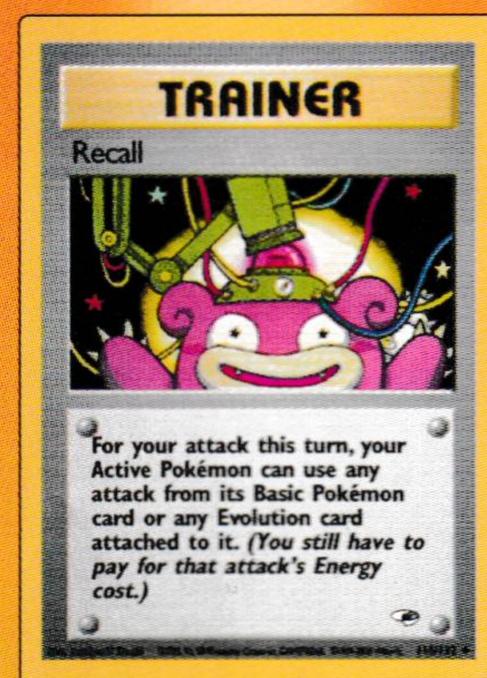
124/132 ●


TRAINER
No Removal Gym
Stadium Card
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
A player must discard 2 cards from his or her hand in order to play an Energy Removal or Super Energy Removal card.
103/132

103/132 ★


TRAINER
Pewter City Gym
Stadium Card
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
Don't apply Resistance to any attacks made by Pokémon with Brock in their names.
115/132

115/132 ◆


TRAINER
Recall
For your attack this turn, your Active Pokémon can use any attack from its Basic Pokémon card or any Evolution card attached to it. (You still have to pay for that attack's Energy cost.)

116/132 ◆

Basic Pokémon
Rocket's Hitmonchan 60 HP
Punching Pokémon. Length: 4' 7", Weight: 111 lbs.
Crosscounter If an attack does damage to Rocket's Hitmonchan during your opponent's next turn (even if Rocket's Hitmonchan is Knocked Out), flip a coin. If heads, Rocket's Hitmonchan attacks your opponent's Active Pokémon for double that amount of damage. (If Rocket's Hitmonchan takes 20 damage, it does 40 damage to that Pokémon.)
Magnum Punch 50
weakness
resistance
retreat cost
LV. 29 #107
Illus. Ken Sugimori

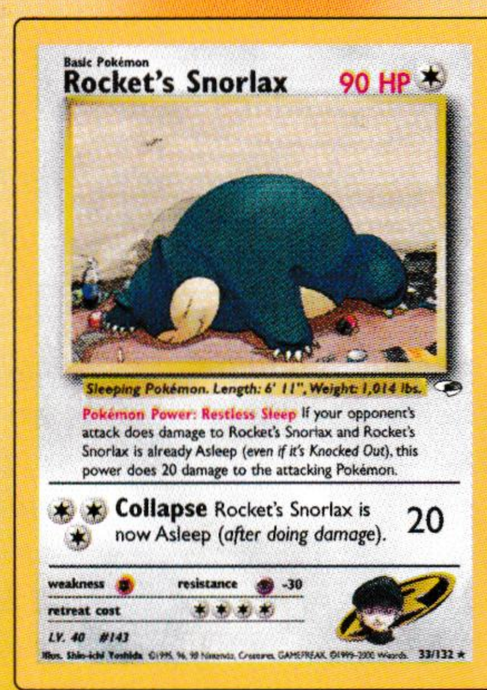
11/132 ★

Basic Pokémon
Rocket's Moltres 60 HP
Flame Pokémon. Length: 6' 7", Weight: 132 lbs.
Pokémon Power: Rebirth When Rocket's Moltres is Knocked Out, you may return it to your hand after discarding it. This power can't be used if Rocket's Moltres is Asleep, Confused, or Paralyzed when it is Knocked Out.
Fire Wall If an attack does damage to Rocket's Moltres during your opponent's next turn (even if Rocket's Moltres is Knocked Out), Rocket's Moltres attacks your opponent's Active Pokémon for 10 damage. (Apply Weakness and Resistance.) 40
weakness
resistance -30
retreat cost
LV. 26 #146
Illus. Ken Sugimori

12/132 ★

Basic Pokémon
Rocket's Scyther 60 HP
Mantis Pokémon. Length: 4' 11", Weight: 123 lbs.
Shadow Images Whenever Rocket's Scyther is attacked, your opponent flips a coin. If tails, that attack does no damage to Rocket's Scyther. (Any other effects of the attack still happen.) This effect lasts until Rocket's Scyther takes damage (or is Benched or is evolved).
Blinding Scythe 40
weakness
resistance -30
retreat cost
LV. 23 #123
Illus. Ken Sugimori

13/132 ★


Basic Pokémon
Rocket's Snorlax 90 HP
Sleeping Pokémon. Length: 6' 11", Weight: 1,014 lbs.
Pokémon Power: Restless Sleep If your opponent's attack does damage to Rocket's Snorlax and Rocket's Snorlax is already Asleep (even if it's Knocked Out), this power does 20 damage to the attacking Pokémon.
Collapse Rocket's Snorlax is now Asleep (after doing damage). 20
weakness
resistance -30
retreat cost
LV. 40 #143
Illus. Shin-ichi Yoshida

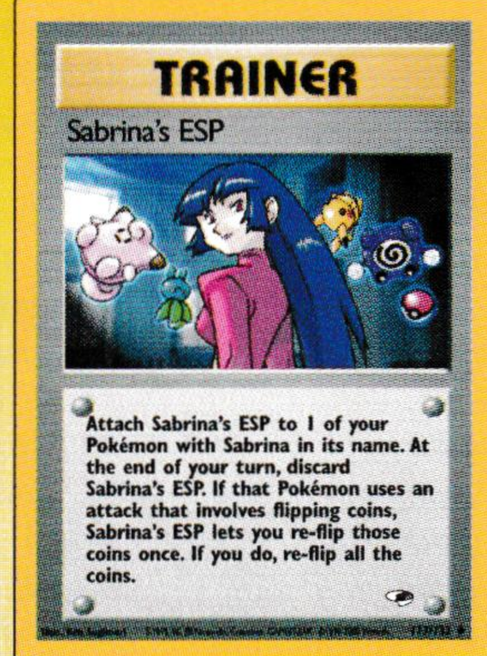
33/132 ★

Basic Pokémon
Sabrina's Abra 40 HP
Psi Pokémon. Length: 2' 11", Weight: 43 lbs.
Energy Loop Return a Energy card attached to Sabrina's Abra to your hand in order to use this attack. 20
weakness
resistance
retreat cost
LV. 11 #63
Illus. Ken Sugimori

91/132 ●

Basic Pokémon
Sabrina's Drowzee 50 HP
Hypnosis Pokémon. Length: 3' 3", Weight: 71 lbs.
Suggestion Flip a coin. If heads, the Defending Pokémon can't attack during your opponent's next turn.
Headbutt 20
weakness
resistance
retreat cost
LV. 15 #96
Illus. Ken Sugimori

92/132 ●


TRAINER
Sabrina's ESP
Attach Sabrina's ESP to 1 of your Pokémon with Sabrina in its name. At the end of your turn, discard Sabrina's ESP. If that Pokémon uses an attack that involves flipping coins, Sabrina's ESP lets you re-flip those coins once. If you do, re-flip all the coins.

117/132 ◆

Basic Pokémon
Sabrina's Gastly 50 HP
Gas Pokémon. Length: 4' 3", Weight: 0.2 lbs.
Spook The Defending Pokémon can't retreat during your opponent's next turn. 20
weakness
resistance -30
retreat cost
LV. 16 #92
Illus. Ken Sugimori

93/132 ●

TRAINER
Sabrina's Gaze
Each player shuffles his or her hand into his or her deck and draws a new hand of the same number of cards.

125/132 ●

STAGE 2
Evolves from Sabrina's Haunter
Sabrina's Gengar 80 HP
Shadow Pokémon. Length: 4' 11", Weight: 89 lbs.
Pain Amplifier Put a damage counter on each of your opponent's Pokémon that already has any damage counters on it.
Call of the Night Unless this attack Knocks Out the Defending Pokémon, flip 2 coins. If both of them are heads, your opponent shuffles his or her Active Pokémon and all cards attached to it into his or her deck. 40
weakness
resistance -30
retreat cost
LV. 39 #94
Illus. Ken Sugimori

14/132 ★

STAGE 1
Evolves from Sabrina's Gastly
Sabrina's Haunter 50 HP
Gas Pokémon. Length: 5' 3", Weight: 0.2 lbs.
Night Spirits Flip a number of coins equal to the total number of Sabrina's Gastlys, Sabrina's Haunters, and Sabrina's Gengars you have in play. This attack does 30 damage times the number of heads. 30x
weakness
resistance -30
retreat cost
LV. 20 #93
Illus. Atsuko Nishida

58/132 ◆

Lt. Surge's Raichu

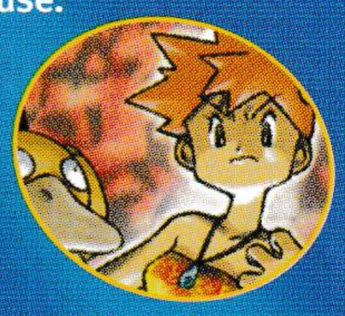
This little electric mouse is all grown up and ready to Knock Out any Pokémon it faces. Mega Punch does 30 damage for only ⚡⚡, but Raichu's big attack does a lot more! Lt. Surge's Raichu does 100 damage with its Thunderbolt attack! That's enough to Knock Out Snorlax in just one hit! (And you can do 200 damage to a Pokémon that has Weakness to Lightning. Take that, Blastoise!) Thunderbolt does remove all the Energy attached to Raichu, so you'll want a Switch ready to retreat it until you can build up to another big attack.

Misty

Ash's friend and Water Pokémon expert is here to help you! Misty does twice the damage of PlusPower, which makes her twice as surprising for your opponent. You can use Misty to Knock Out an Active Pokémon that your opponent thinks is safe that turn. If you time it right, Misty can get you a lot of Knock Outs before your opponent can retreat his or her Pokémon to the safety of the Bench.

No Removal Gym

This Stadium card is great for decks with Pokémon that need a lot of Energy attached. There's nothing more frustrating than watching your Energy go away. But as long as No Removal Gym is in play, no one will want to play Energy Removal or Super Energy Removal, so it's a lot safer to use Pokémon with cool attacks that need three or more Energy to use.



Misty's Wrath

Wow! When Misty gets mad, your opponents better watch out! Bill is a fantastic Trainer card, and Misty's Wrath goes Bill a few better. Bill allows you to draw two cards, while Misty's Wrath lets you draw seven cards and keep two of them. That means you get to pick the two *best* cards...not just the top two cards of your deck. That's some serious card-drawing.

Rocket's Hitmonchan

Rocket's Hitmonchan packs a whole lot of punch for a Basic Pokémon. Crosscounter doesn't do any damage on its own, but for just ✊, it will make a lot of hard-hitting Pokémon pause in their tracks. Crosscounter has a 50 percent chance of doing *double* any damage that an attack does to Rocket's Hitmonchan right back to the attacking Pokémon. With 60 Hit Points and Crosscounter, Hitmonchan comes out swinging. But wait! There's more! Magnum Punch does a massive 50 damage for just ✊✊✴.

SA

Basic Pokémon
Sabrina's Jynx 60 HP
Human Shape Pokémon. Length: 4' 7", Weight: 90 lbs.
Good Night The Defending Pokémon is now Asleep. 10
Good Morning If the Defending Pokémon was Asleep, it is no longer Asleep. 20
weakness
resistance
retreat cost
LV. 26 #124

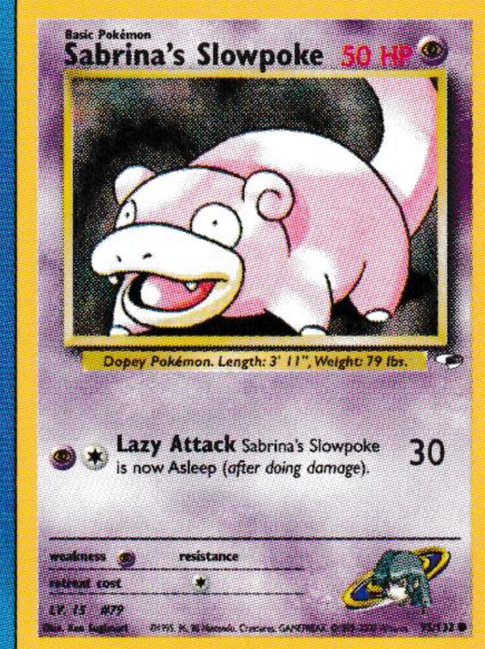
59/132 ◆

Basic Pokémon
Sabrina's Mr. Mime 50 HP
Barrier Pokémon. Length: 4' 3", Weight: 120 lbs.
Sleight of Hand Choose up to 3 cards from your hand and put them on top of your deck. Then search your deck for that many basic Energy cards. Show those cards to your opponent, then put them into your hand. Shuffle your deck afterward.
Slap 20
weakness
resistance
retreat cost
LV. 20 #122

94/132 ●

STAGE 1
Evolves from Sabrina's Slowpoke
Put Sabrina's Slowbro on the Basic Pokémon
Sabrina's Slowbro 70 HP
Hermitcrab Pokémon. Length: 5' 3", Weight: 173 lbs.
Naptime Flip a coin. If heads, remove 3 damage counters from Sabrina's Slowbro and Sabrina's Slowbro is now Asleep. If Sabrina's Slowbro has fewer damage counters than that, remove all of them.
Screaming Headbutt You can't use this attack during your next turn. 40
weakness
resistance
retreat cost
LV. 29 #80

60/132 ◆


Basic Pokémon
Sabrina's Slowpoke 50 HP
Dopey Pokémon. Length: 3' 11", Weight: 79 lbs.
Lazy Attack Sabrina's Slowpoke is now Asleep (after doing damage). 30
weakness
resistance
retreat cost
LV. 15 #79

95/132 ●

STAGE 1
Evolves from Sabrina's Venonat
Put Sabrina's Venomoth on the Basic Pokémon
Sabrina's Venomoth 60 HP
Poisonmoth Pokémon. Length: 4' 11", Weight: 28 lbs.
Healing Pollen Flip 3 coins. For each heads, remove 1 damage counter from each of your Pokémon. If a Pokémon has fewer damage counters than the number of heads, remove all of them.
Sonic Distortion Flip 2 coins. If 1 or both of them are heads, the Defending Pokémon is now Confused. 10
weakness
resistance -30
retreat cost
LV. 24 #49

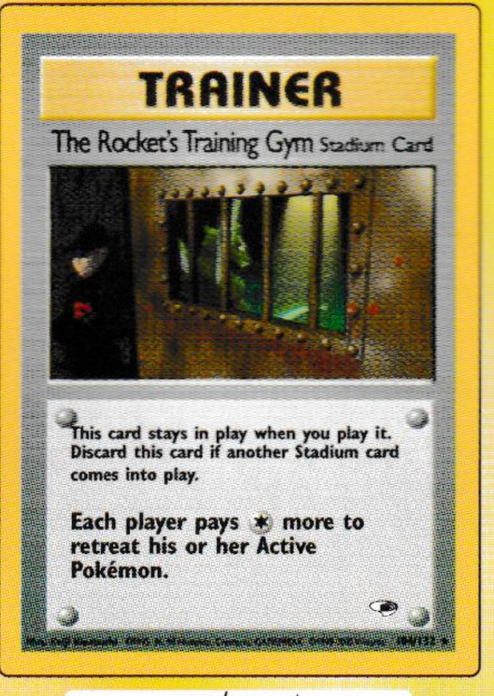
34/132 ★

Basic Pokémon
Sabrina's Venonat 40 HP
Insect Pokémon. Length: 3' 3", Weight: 66 lbs.
Poison Antennae The Defending Pokémon is now Poisoned.
Removal Beam If the Defending Pokémon has any Energy cards attached to it, flip a coin. If heads, choose 1 of those Energy cards and discard it. 20
weakness
resistance
retreat cost
LV. 13 #48

96/132 ●

TRAINER
Secret Mission
Look at your opponent's hand. Then, you may discard as many other cards as you want from your hand and draw that many cards.

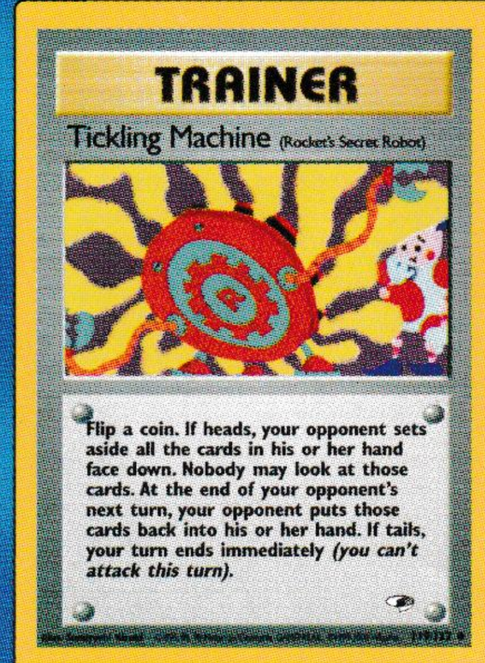
118/132 ◆


TRAINER
The Rocket's Training Gym Stadium Card
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
Each player pays ✴ more to retreat his or her Active Pokémon.

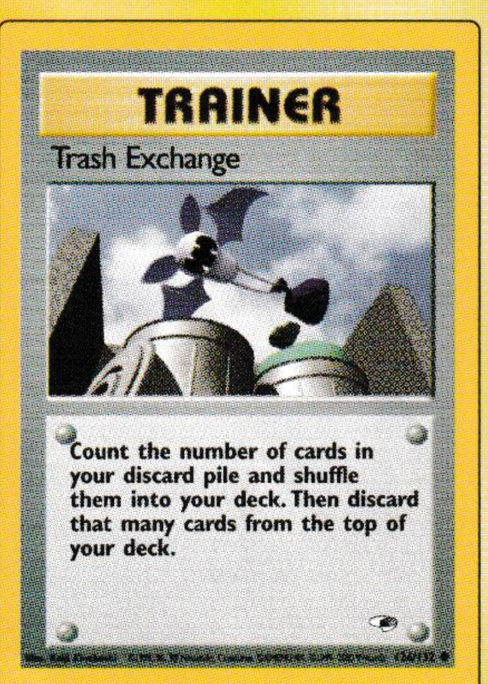
104/132 ★

TRAINER
The Rocket's Trap
Flip a coin. If heads, choose up to 3 cards at random from your opponent's hand (don't look at them). Your opponent shuffles those cards into his or her deck.

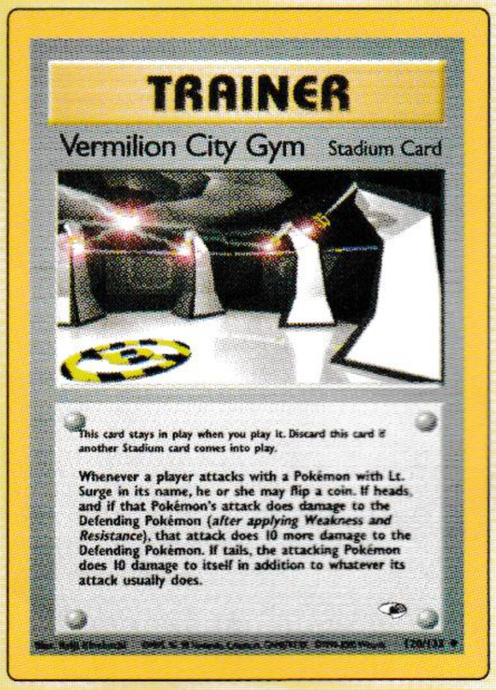
19/132 ✴


TRAINER
Tickling Machine (Rocket's Secret Robot)
Flip a coin. If heads, your opponent sets aside all the cards in his or her hand face down. Nobody may look at those cards. At the end of your opponent's next turn, your opponent puts those cards back into his or her hand. If tails, your turn ends immediately (you can't attack this turn).

119/132 ◆


TRAINER
Trash Exchange
Count the number of cards in your discard pile and shuffle them into your deck. Then discard that many cards from the top of your deck.

126/132 ●


TRAINER
Vermilion City Gym Stadium Card
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
Whenever a player attacks with a Pokémon with Lt. Surge in its name, he or she may flip a coin. If heads, and if that Pokémon's attack does damage to the Defending Pokémon (after applying Weakness and Resistance), that attack does 10 more damage to the Defending Pokémon. If tails, the attacking Pokémon does 10 damage to itself in addition to whatever its attack usually does.

120/132 ◆

GYM HEROES
CARD CHECKLIST

☐	1/132 ★	Blaine's Moltres	Basic
☐	2/132 ★	Brock's Rhydon	Stage 1
☐	3/132 ★	Erika's Clefable	Stage 1
☐	4/132 ★	Erika's Dragonair	Stage 1
☐	5/132 ★	Erika's Vileplume	Stage 2
☐	6/132 ★	Lt. Surge's Electabuzz (Lv. 28)	Basic
☐	7/132 ★	Lt. Surge's Fearow	Stage 1
☐	8/132 ★	Lt. Surge's Magneton	Stage 1
☐	9/132 ★	Misty's Seadra	Stage 1
☐	10/132 ★	Misty's Tentacruel	Stage 1
☐	11/132 ★	Rocket's Hitmonchan	Basic
☐	12/132 ★	Rocket's Moltres	Basic
☐	13/132 ★	Rocket's Scyther	Basic
☐	14/132 ★	Sabrina's Gengar	Stage 2
☐	15/132 ★	Brock	Trainer
☐	16/132 ★	Erika	Trainer
☐	17/132 ★	Lt. Surge	Trainer
☐	18/132 ★	Misty	Trainer
☐	19/132 ★	The Rocket's Trap	Trainer
☐	20/132 ★	Brock's Golem	Stage 2
☐	21/132 ★	Brock's Onix (Lv. 30)	Basic
☐	22/132 ★	Brock's Rhyhorn (Lv. 25)	Basic
☐	23/132 ★	Brock's Sandslash	Stage 1
☐	24/132 ★	Brock's Zubat (Lv. 5)	Basic
☐	25/132 ★	Erika's Clefairy	Basic
☐	26/132 ★	Erika's Victreebel	Stage 2
☐	27/132 ★	Lt. Surge's Electabuzz (Lv. 22)	Basic
☐	28/132 ★	Lt. Surge's Raichu	Stage 1
☐	29/132 ★	Misty's Cloyster	Stage 1
☐	30/132 ★	Misty's Goldeen (Lv. 8)	Basic
☐	31/132 ★	Misty's Poliwrath	Stage 2
☐	32/132 ★	Misty's Tentacool (Lv. 12)	Basic
☐	33/132 ★	Rocket's Snorlax	Basic
☐	34/132 ★	Sabrina's Venomoth	Stage 1
☐	35/132 ◆	Blaine's Growlithe (Lv. 17)	Basic
☐	36/132 ◆	Blaine's Kangaskhan	Basic
☐	37/132 ◆	Blaine's Magmar	Basic
☐	38/132 ◆	Brock's Geodude (Lv. 17)	Basic
☐	39/132 ◆	Brock's Golbat	Stage 1
☐	40/132 ◆	Brock's Graveler	Stage 1
☐	41/132 ◆	Brock's Lickitung	Basic
☐	42/132 ◆	Erika's Dratini	Basic
☐	43/132 ◆	Erika's Exeggcute (Lv. 15)	Basic
☐	44/132 ◆	Erika's Exeggutor	Stage 1
☐	45/132 ◆	Erika's Gloom (Lv. 24)	Stage 1
☐	46/132 ◆	Erika's Gloom (Lv. 28)	Stage 1
☐	47/132 ◆	Erika's Oddish (Lv. 12)	Basic
☐	48/132 ◆	Erika's Weepinbell (Lv. 26)	Stage 1
☐	49/132 ◆	Erika's Weepinbell (Lv. 30)	Stage 1
☐	50/132 ◆	Lt. Surge's Magnemite (Lv. 10)	Basic
☐	51/132 ◆	Lt. Surge's Raticate	Stage 1
☐	52/132 ◆	Lt. Surge's Spearow (Lv. 8)	Basic
☐	53/132 ◆	Misty's Poliwhirl	Stage 1
☐	54/132 ◆	Misty's Psyduck	Basic
☐	55/132 ◆	Misty's Seaking	Stage 1
☐	56/132 ◆	Misty's Starmie	Stage 1
☐	57/132 ◆	Misty's Tentacool (Lv. 16)	Basic
☐	58/132 ◆	Sabrina's Haunter	Stage 1
☐	59/132 ◆	Sabrina's Jynx	Basic
☐	60/132 ◆	Sabrina's Slowbro	Stage 1
☐	61/132 ●	Blaine's Charmander	Basic
☐	62/132 ●	Blaine's Growlithe (Lv. 15)	Basic
☐	63/132 ●	Blaine's Ponyta	Basic
☐	64/132 ●	Blaine's Tauros	Basic
☐	65/132 ●	Blaine's Vulpix	Basic
☐	66/132 ●	Brock's Geodude (Lv 13)	Basic
☐	67/132 ●	Brock's Mankey (Lv. 10)	Basic
☐	68/132 ●	Brock's Mankey (Lv. 12)	Basic
☐	69/132 ●	Brock's Onix (Lv. 41)	Basic
☐	70/132 ●	Brock's Rhyhorn (Lv. 29)	Basic
☐	71/132 ●	Brock's Sandshrew (Lv. 13)	Basic
☐	72/132 ●	Brock's Sandshrew (Lv. 20)	Basic
☐	73/132 ●	Brock's Vulpix	Basic
☐	74/132 ●	Brock's Zubat (Lv. 11)	Basic
☐	75/132 ●	Erika's Bellsprout (Lv. 12)	Basic
☐	76/132 ●	Erika's Bellsprout (Lv. 15)	Basic
☐	77/132 ●	Erika's Exeggcute (Lv. 12)	Basic
☐	78/132 ●	Erika's Oddish (Lv. 15)	Basic
☐	79/132 ●	Erika's Tangela	Basic
☐	80/132 ●	Lt. Surge's Magnemite (Lv. 12)	Basic
☐	81/132 ●	Lt. Surge's Pikachu	Basic
☐	82/132 ●	Lt. Surge's Rattata	Basic
☐	83/132 ●	Lt. Surge's Spearow (Lv. 17)	Basic
☐	84/132 ●	Lt. Surge's Voltorb	Basic
☐	85/132 ●	Misty's Goldeen (Lv. 10)	Basic
☐	86/132 ●	Misty's Horsea	Basic
☐	87/132 ●	Misty's Poliwag	Basic
☐	88/132 ●	Misty's Seel	Basic
☐	89/132 ●	Misty's Shellder	Basic
☐	90/132 ●	Misty's Staryu	Basic
☐	91/132 ●	Sabrina's Abra	Basic
☐	92/132 ●	Sabrina's Drowzee	Basic
☐	93/132 ●	Sabrina's Gastly	Basic
☐	94/132 ●	Sabrina's Mr. Mime	Basic
☐	95/132 ●	Sabrina's Slowpoke	Basic
☐	96/132 ●	Sabrina's Venonat	Basic
☐	97/132 ★	Blaine's Quiz #1	Trainer
☐	98/132 ★	Brock	Trainer
☐	99/132 ★	Charity	Trainer
☐	100/132 ★	Erika	Trainer
☐	101/132 ★	Lt. Surge	Trainer
☐	102/132 ★	Misty	Trainer
☐	103/132 ★	No Removal Gym (Stadium)	Trainer
☐	104/132 ★	The Rocket's Training Gym (Stadium)	Trainer
☐	105/132 ◆	Blaine's Last Resort	Trainer
☐	106/132 ◆	Brock's Training Method	Trainer
☐	107/132 ◆	Celadon City Gym (Stadium)	Trainer
☐	108/132 ◆	Cerulean City Gym (Stadium)	Trainer
☐	109/132 ◆	Erika's Maids	Trainer
☐	110/132 ◆	Erika's Perfume	Trainer
☐	111/132 ◆	Good Manners	Trainer
☐	112/132 ◆	Lt. Surge's Treaty	Trainer
☐	113/132 ◆	Minion of Team Rocket	Trainer
☐	114/132 ◆	Misty's Wrath	Trainer
☐	115/132 ◆	Pewter City Gym (Stadium)	Trainer
☐	116/132 ◆	Recall	Trainer
☐	117/132 ◆	Sabrina's ESP	Trainer
☐	118/132 ◆	Secret Mission	Trainer
☐	119/132 ◆	Tickling Machine	Trainer
☐	120/132 ◆	Vermilion City Gym (Stadium)	Trainer
☐	121/132 ●	Blaine's Gamble	Trainer
☐	122/132 ●	Energy Flow	Trainer
☐	123/132 ●	Misty's Duel	Trainer
☐	124/132 ●	Narrow Gym (Stadium)	Trainer
☐	125/132 ●	Sabrina's Gaze	Trainer
☐	126/132 ●	Trash Exchange	Trainer
☐	127/132	Fighting Energy	Energy
☐	128/132	Fire Energy	Energy
☐	129/132	Grass Energy	Energy
☐	130/132	Lightning Energy	Energy
☐	131/132	Psychic Energy	Energy
☐	132/132	Water Energy	Energy

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